SEPTEMBER 1992 No. 127

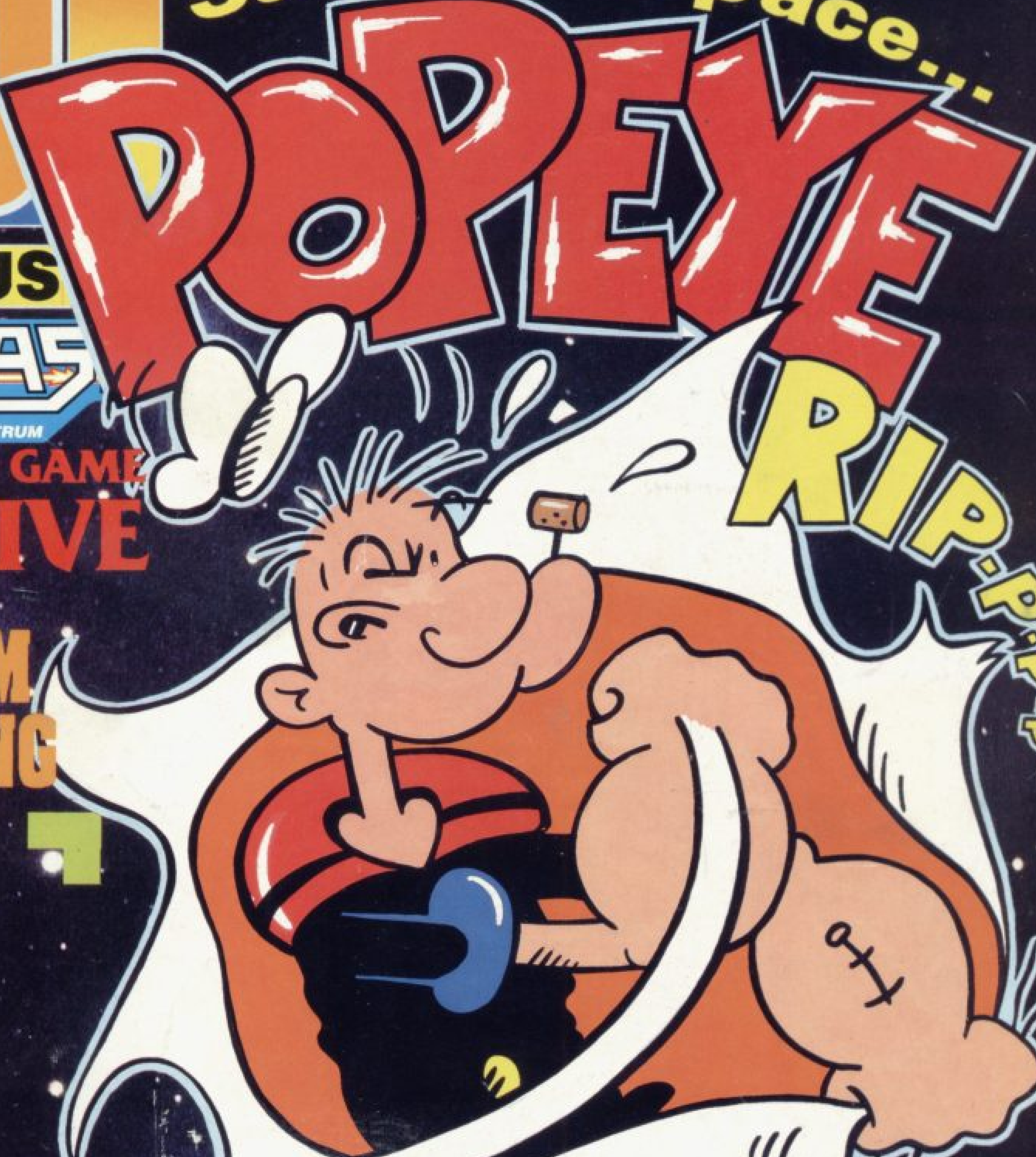
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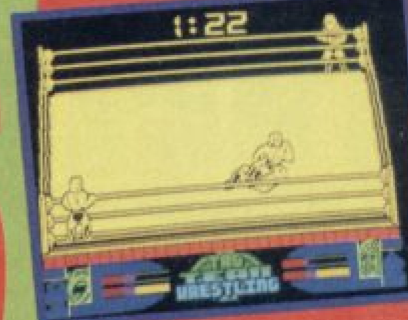
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contents



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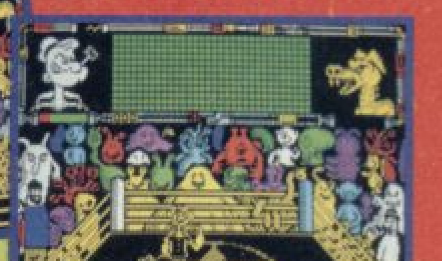


THE GREAT 8 P4

LAST MONTH'S PASSWORD: HELMET

This month's Great 8 Password Game is none other than **Night Run**. If you haven't heard of it before that's hardly surprising 'cos it's completely exclusive. It's the sequel to our first ever Prize Game, **Ceasefire**, and is an even bigger and better explorerama involving a plot to seek out and destroy a double agent. As expected, our adventure series **StarShip Quest** returns with the second part of the trilogy (last part next month). We have three life-saving utilities - **Compressor, Spriter** and the promised 128K version of the best Speccy art prog in the land, **Icon Graphix**. Sadly, we bring you the last of our series of **Music Demos**, but not to worry as it's just as corkingly hiptastic as the first four. Last but not least are there's **POKEMANIA** and the new look **Hacks Amazing**. You won't find a better deal anywhere else!





THE GREAT POPEYE 3 MEGAPREVIEW P26

Popeye is back as we told you last month. Well this month, although we couldn't get a full review of the game 'cos it wasn't completed at the time of going to press we do have an **exclusive** fully working Demo of the game, so turn to the centre spread (always the best looking part of the mag) and check it out. We also take a look at Popeye's gaming history.

REGULARS

COIN OPS P42

All the best from Capcom, Neo Geo and IREM Corp. Courtesy of Gary Harrod and Electrocoin.

HACKING SQUAD P14

I don't know how she does it! Despite the fact the Speccy software scene is getting smaller, Hannah Smith's Hacking Squad just gets bigger and bigger! This month's bulging bonanza contains over 40 different games - tipped, cheated and POKEd - with a Castle Master (recently reviewed as a re-release) special featuring a complete solution along with maps for all the levels and all the tips you could possibly ask for! So, get cheating...!

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THE GREAT 8

Ah-hah! We meet again! Welcome to the September SU Great 8, which has to be greater than ever! Our prize game this month, Nightrun, is the sequel to the very popular Ceasefire, first published last year. It's totally exclusive and hasn't been released before, so get down and play it dudes! We also bring you part two of Starship Quest, the adventure sequel to the Magnetic Moon trilogy. Here at SU we realize you don't just want games on your covertape, so we've brought you three of our best utilities to date - a memory saving screen compressor, a sprite-stealing multiface prog and, of course, the promised 128K version of last month's mega art program, Icon Graphix. Add all this to our regular installment of Pokemania, and the new, improved Hacks Amazing, you've got yourself 8 of the best pieces of Speccy software around.

NIGHT RUN

CEASEFIRE 2

SEPTEMBER'S PRIZE GAME







Load In 48K Mode

Night Run is the sequel to Ceasefire and joins the plot where JT Ladd and the ambassador's daughter have just arrived back in London, having discovered who the double agents are. You (as JT Ladd) must meet your boss, General Thomas at 9.30pm. But by reading the spy list you discover that General Thomas is also a double agent, so you must find him and kill him before he realizes you've rumbled him.

You should use the clues you have in your personal computer to discover the whereabouts of the other agents track them down interrogate and finally kill them. Only when the others are dead can you go after Thomas and you have only three hours to do this.

CONTROLS

Left \ Right - Move Left \ Right
Up Enter - doorway
Up+Left \ Right - Jump left or Right
Fire - Use object held
Down - Go to icon control

ICON CONTROL

Left \ Right - Select icon
Fire - Operate icon
Up - Return to main game

The bottom panel reads from left to right:
Objects being held (2 of) The one being used is highlighted.
Take object
Drop object
Use object
Connect object
Give object to adjacent character
Talk to adjacent character

At the top of the screen is a text window where you can hear conversations or announcements nearby. keep watching it for valuable clues.

Unlike ceasefire you cannot see bullets when they are fired. The only way to avoid getting hit is to turn your back on your assailant, but this means that you cannot shoot him. Thus it is essential to time your attacks well.

If you are holding nothing then pressing fire will make you punch, rendering your victim helpless. Being London on a Friday night there are lots of innocent people on the streets who cannot be shot but who also make the enemy henchmen out to get you that much harder to spot.

You can tell which objects can be picked up because as you walk into them they will be kicked along. This is easier to see than to describe but it means that you can easily search behind scenery to find hidden objects.

The first thing to do is to enter your flat and should you see someone leaving it as you arrive. This is an imposter who has planted a bomb inside and is making a quick exit. If you question him he will reveal this and you must disarm the bomb before it goes off killing you and possibly damaging the personal computer. Use the computers database to get clues on other agents locations. It is wise to get the girl to stay in your flat rather than let her follow you about.

Like Ceasefire there are clues to all the problems but some are more obvious than others. It has over fifty screens and over forty objects as well as a great variety of weapons and ammunition.

Night Run sits contently on your SU covertape with a smug look on its face, safe in the knowledge that you won't be able to get to him unless you can figure out this month's cryptic Prize Game Password Clue. If you feel like wiping that look off his mug and proving to him that your brain is far superior to his binary code routines, then simply solve the cryptically cunning password below.

When the prompt comes up on screen, stop the tape and enter what you believe to be the six-letter word answer. If you're wrong you'll be denied access to the game, and Mr. Night Run will spread the word that you're a totally uncool dude. Get it right and he'll be made to eat his words and look ashamed forever.

As usual you have a choice. Either lose weeks of sleep trying to work the blasted thing out, wait until we print the answer in the next issue or, if you just have to give in then phone the SU password hotline below, which will give you help solving the clue and, if you want it, the full answer.

SPRITER

48K MODE (SEE LOADING INSTRUCTIONS) (For use with M48 & M128 Multifaces - Will not operate on Multiface 3)

Spriter allows you to search your Spectrum's memory for sprites and screens of various sizes as well as their character sets. You can adjust the portion of the memory displayed the rate at which you can scan the memory and save memory blocks. In this way you can, without much previous experience in hacking, lift sprites and interesting graphics and screens or cool character sets from programs for your personal use. It will only work in 48k mode on a 128k machine.

HOW TO INSTALL SPRITER

Unplug your spectrum and fit your multiface. Connect plug. If you use a 128k machine get in 48k mode. Enable multiface then type load"" and then play the tape. Spriter will install itself into multifaces memory. A software reset will return you to the (C) message.

HOW TO USE THE INFORMATION DISPLAYED BY SPRITER

Load a program that you wish have its memory inspected. At a preferably static point press the MFs red button and a window at the top section of the screen. The top most line of the status menu will constantly display useful information about the screen window eg: [S] 25000 [E] 25896 [B] 0896 [L]07 [C] 16 [V]008

These letters stand for start, end, bytes, lines, columns and value respectively, and they are not keys to be pressed. Start and End show the start and end address of the memory that is currently under scan and viewed at the window. The lines and columns values represent the size of the window in characters. Finally value represents the number of that would be added or subtracted from the start and end values should the user press the appropriate keys.

THE AVAILABLE KEYS AND THEIR FUNCTIONS

Keys [1] and [2] will decrease/increase the value within the limit s 001 - 255. Their use has no immediate effect on the way the memory contents are displayed but the next time the user changes the start address this change will be either upwards or downwards by value of bytes.

The start address or in other words the exact point where the program starts its memory scanning, can be changed with the keys [Q] and [A]. The use of [Q] will forward the start and end addresses value bytes. Additionally regardless of the number held in value, the keys [0] and [9] will act as [Q] and [A] respectively but the movement will be one byte backwards and forwards.

Keys [B] and [N] can be thought of as BACK ONE / NEXT ONE. Each time the user presses one of these, the START and END pointers will be updated by an amount of bytes. This is useful if you are scanning through consequent blocks of the same dimensions eg: sprites. Much like pressing keys [0] and [9] they're independent of the value. Keys [O] and [P] have an immediate effect on the way the memory contents are displayed at the window. They decrease/increase the window size by one column. Therefore all relevant pointers are updated. For erasing the viewing of sprites etc. the window can be inverted by pressing the [I] key. This has no effect on the memory contents themselves (actually changing the data would prove to be rather disastrous for the game!) If pressed twice the effect is canceled.

The key [S] is the most useful one as it allows you to save the block of memory under inspection to tape. You'll be asked to press a key when ready and the code file that is saved has these attributes:

Name: (C) SPRITER Start address: the value of start end address: the value of end: Length BYTES bytes. As the saved code will be reloaded at the address it was saved from, be careful when saving codes that reside at areas usually occupied by basic, system variables or the computer stack. Use specific addresses when loading, eg: LOAD" (C) SPRITER"CODE 40000 or whatever.

In order to use the saved program in your own programs you should note down its lines and columns values that represent in characters the blocks dimensions.

Happy hacking!

By pressing the [CAPS SHIFT] and [SPACE] keys together you return to the program that you stopped. Never press the reset button when spriter is working. First return to the program you stopped. Also when examining multifaced copies ensure that the hardware or software switch of your multiface is switched OFF. If you wish to remove the spriter from the MFs memory without unplugging the computer return to the program you stopped and press the MFs red button together with the [CAPS SHIFT] and [SPACE KEYS].

If you own an MF v48k you should, in addition use the tool kit to poke address 8195 with zero then return.

PLEASE ENSURE NO COPYRIGHT INFRINGEMENT TAKES PLACE! WE DO NOT CONDONE SOFTWARE PIRACY - THANK YOU.

THIS MONTH'S CRYPTIC PASSWORD CLUE IS: "THE FOURTH LETTER (ALSO A RIVER) UNRAVELS MORSE'S WORDS"

If you just can't solve it then phone:

0839 500 819

But do remember that calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times.) Calls should only last for one to two minutes. Remember kids make sure you get down on bended knees in front of your ma and pa, wash up the dishes and then ask for permission from whoever pays the bills before calling.

LAST MONTH'S CRYPTIC PASSWORD CLUE ANSWER: HELMET





POKEMANIA

Load In 48K Mode

Turbo charged Graham Mason, known in some parts as Specman, others as Spaceman has a few new ideas for you on Pokemania this month. And it's still packed with the best POKEs money can POKE to help you on your happy gaming way. If only airplane manufacturers could make planes as well as Graham makes Pokemania there would be no more disasterous crashes.

COMPRESSOR

Load In 48K Mode

This month's Great 8 features no less than THREE wonderful utilities, not least of which is this marvellous screen compressor.

This Screen Compressor will load any screen from tape and compress it thus saving space in the small amount of memory available.

The Compressor screen will be saved with a recall routine installed in it. To call this code -

a) In BASIC : Type in RANDOMIZE USR xx

b) In Machine Code : Use CALL xx

- where xx is the address shown in the white box at the bottom of the options screen.

THE GREAT 8





ICON GRAPHIX

128K only - LOAD "G-CASSETTE" or just select LOADER option

No, we haven't forgotten you, 128Kers! We know just how left out you must have felt when we gave away the fantastic 48K version of the art utility Icon Graphix, so this month, we've made you the lucky ones! Here's your very own 128K version of said art program, and guess what?! It's even better than the 48K one! Well, you know what they say - the best things come to those who wait...

USING ICON GRAPHIX 128

First you must choose from the following control methods: Kempston Joystick (J), Kempston Mouse(M), Keyboard(K), or Interface 2 Joystick (Sinclair joystick port 2). The keyboard controls are:

Z = LEFT

X = DOWN

C = UP

V = RIGHT

CAPS SHIFT = ACTIVATE

After this, the main screen will come up. The big, blank space in the middle is your "painting pad". The window at the bottom of the screen and the surrounding boxes contain your various drawing icons, tools and patterns. Pick a tool by moving your cursor onto the one you want to use and pressing your ACTIVATE button (CAPS / FIRE / MOUSE BUTTON).

We'll now briefly run through each of these options in turn to give you an idea of how to use each one, although obviously we can't print the whole manual here. More about that later though.

DRAWING TOOLS

1) FELT PEN - (Tool = Pencil)

This tool is already selected when you start the program. The cursor takes the form of a pen. Move it around the screen with the controls. When you press your ACTIVATE button, the pixel will be inked in. Keeping this button pressed while moving the cursor will result in a free-hand line being drawn.

Two factors affect the way the pen draws: a) The current pattern. This is shown in the square box at the bottom right of the screen and can be changed by clicking on one of the patterns around the edge of the screen. The pattern starts off as solid ink, so a line you draw using this will just come out as a plain, unbroken line. Changing the pattern may cause lines drawn to have uncoloured pixels in them, forming the pattern chosen.

b) The size and shape of the pen nib. This is changed by selecting the Shapes icon at the bottom.

2) SPRAY - (Tool = Spray Can)

This works in the same way as the pen, and is also affected by the current pattern. Pressing ACTIVATE draws a fuzzy spray of the current pattern onto the area the cursor is covering. Use this for textures such as trees, clouds, shading or graffiti.

3) BRUSH - (Tool = Paintbrush)

This fills the area you click on with the current pattern, ink or paper, so make sure the area you want to fill is completely enclosed or else the pattern will leak out faster than the Royal family's secrets. If you accidentally fill in the wrong region or with the wrong pattern you can return to how things used to be using the UNDO function.

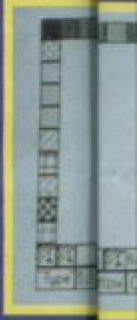
4) RUBBER - (Tool = R in a Box)

ACTIVATE this over an unwanted area of art work and the offending pixels will be erased. More detailed erasing can be achieved using the Magnify option or drawing over the bits you don't want with the Pen option and solid white pattern.

LINES AND SHAPES

1) LINES - (Tool = Pencil)

Choose this, then click on the point you wish to start your line. By keeping the ACTIVATE button pressed and moving the cursor, you can stretch your line to where you want it to end. Once at your desired finishing point, let go of the ACTIVATE button. You continue in line drawing mode until you choose another option.



2) BOXES - (Tool = Pencil)

This allows you to draw squares and boxes on screen in the same way as the above LINES function. Click where you want the first corner to be, then stretch to where you want the OPPOSITE corner to be, letting go of the button once in place. The box stretches as you move.

3) CIRCLES - (Tool = Arrow)

Same method as the above two but used to create circles, ovals and ellipses. The circle you want is contained within an imaginary box, so the size and shape of the circle will depend on the size and shape of the box. This imaginary box is defined in the same way as BOXES (above). As you stretch this "box", you'll se the circle/oval being stretched as you do it. So, for a perfect circle the outer "box" would have to be completely square.

PATTERNS

We've already covered PATTERNS, really. There are 34 around the outside of the screen and you select the one you want to use by clicking on it. You can also EDIT the pattern to how you'd like it to be.

SPECIAL FACILITIES

1) SHAPES - (Tool = Arrow)

Click on this to select one of the 16 pen nib shapes.

2) MAGNIFY - (Tool = Arrow)

Click on this to magnify a particular area of the screen. You can zoom in to add finer detail. Move the cursor to the area you wish to magnify and ACTIVATE. The whole of the drawing area will now be filled with an enlarged version of the area you magnified. Each pixel is now a small box of its own. Click on any blank pixel you wish to ink in and any inked pixel you wish to erase.

Click on the MAGNIFY icon again to return to the normal scale screen, and your changes will be retained. If you don't like your handiwork, click on UNDO to return to how things used to be before you regretfully chose the MAGNIFY option. If, in magnify mode, you wish to erase the whole of the magnified area, then click on the RUBBER icon. This can also be UNDOne.

3) UNDO -

It's about time I explained this extremely useful and life-saving function. Click on this icon to spin the world back a few seconds and go back in time to before the last thing you did to your masterpiece (or doodle). That is, is restores the screen to how it was before you did the last thing.

4) CLS -

Clears the screen. This is UNDOable, so don't panic if you clear by mistake.

5) NEW - (Skull and Crossbones Icon)

This option allows you to completely start again - it takes the program back to how it was when it was first loaded. So you can re-choose your controls, bring back the solid black pattern, and completely clear the screen and return the attributes to how they originally were (black ink, white paper). This is NOT UNDOable, so the computer will ask you if you're sure about making such a big decision all by yourself before it actually goes ahead and does it.

6) LOAD & SAVE -

Allows you to save your work or load some previously saved work. Three different sorts of files can be loaded and saved: a) Picture files - equivalent to a SCREEN$. b) Document files - same as above but with any new PATTERNS you may have created. c) Cutting files - the part of the screen previously designated by you as a CUTTING (see later).

Click on the LOAD/SAVE icon then either choose to SAVE or LOAD for whatever type of file it is (see above), type in the filename and click on OK to go ahead with it. If you decide it's all too much for you and you really wish you hadn't rushed in to things quite so blindly and hastily as you did, clicking on UNDO will return you safely to the drawing screen.

7) PUSH PAGE - (Tool = Crossed Arrows)

Clicking this allows you to move scroll the whole drawing area left, right, up or down. This function has been primarily included to allow you to get to the lines hidden by the icon window and even the normally "forbidden" bottom two lines of the screen. (Yes, Icon Graphix reaches the parts that other art progs can't reach!)

8) COLOUR -





With Icon Graphix, you draw your picture in black on white first and add colour later. To add colour, click on the COLOUR icon to take you into COLOUR mode.

A palette of colours will appear along the top of the screen. These are the eight Spectrum ink (marked "I") and paper (marked "P") colours. (Black, blue, red, magenta, green, cyan, yellow and white). You can also set the Bright and Flash attributes to on or off with the blue and yellow strips beneath the ink/paper colour bar. From left to right, these four bars set: Normal, Bright, Normal Flashing, Bright Flashing.

There are two tools which can be used in COLOUR mode:

a) FELT PEN - to fill in colour squares on top of your design, using the currently selected Paper and Ink colours. ACTIVATE places the colour square onto the position on screen. When placing on colour, any white area of the drawing will be coloured by the Paper colour, and any black area by the Ink colour. When you've finished colouring, you MUST click the felt pen box again to fix the colours into memory.

b) PUSH PAGE - to push the colour around over the top of your picture, useful for matching up colour with the design.

The three COLOUR mode option boxes:

a) PAGE 1 - clears any colours you may have added. UNDOable.

b) UNDO - UNDOes PAGE 1 (see above)

c) NEW - Returns to your black and white design, saving your coloured overlay in memory, ready to be fixed in to memory by pressing the Felt Pen icon again. The colours are held in the correct memory locations so that a saved picture can be loaded in as a normal SCREEN$.

REMEMBER - The Spectrum can only contain two colours per attribute square (an 8x8 pixel grid), ie one Paper and one Ink colour. So do be careful or else you'll be clashing all over the place!

MENU BOX 3

Pressing PAGE 2 box takes you to Menu Page 3, where there are yet more art facilities. This is what you'll find there:

1) SPIDER'S WEBS BOXES -

This is a little Audiogenic joke. Y'see, these boxes don't actually do anything, and so, like any unused space, the spiders have moved in. Yes. They're in a world of their own, these programmers, aren't they?!

2) CUTTINGS -

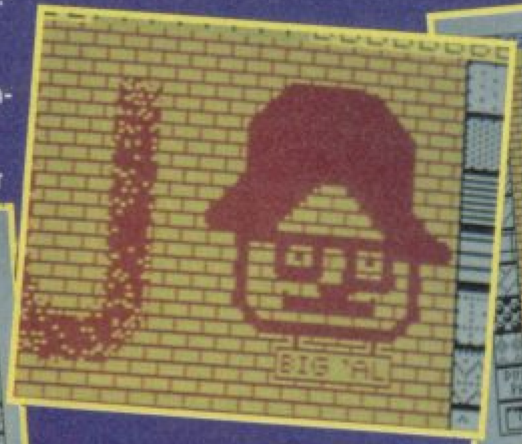
The majority of the Page 3 features are CUTTING facilities (not naked women). Cuttings are areas of your design that you've defined either a box or a freehand line around which can then be moved around the screen independently, copied and re-positioned on the drawing as many times as you like. These can be saved to tape as a piccy in their own right, but more about that later. By the way, only one CUTTING can be defined and used at any one time. Here are your CUTTING options:

a) DEFINE CUTTING BY BOX -

Press Box 1 for this. This allows you to define your cutting area as a box in the same way as normal BOX defining (which we explained pages ago). When you release your ACTIVATE button, the BOX will disappear, but the area has been retained in memory.

b) DEFINE CUTTING BY TRACING AROUND IT -

This defines an irregular shaped CUTTING. Press the box and move the cursor to the area you want to define. Holding down ACTIVATE, draw around the area. One thing - whenever you let go of the ACTIVATE button a straight line will be drawn from the point you stopped at to the starting point. This could be useful if your irregular shape has one straight edge.





c) CUT OUT AND MOVE -

The SCISSORS box. After you've defined your CUTTING, you can now move it to somewhere else on your picture by pressing this box. Now position your cursor over your CUTTING, and hold down your ACTIVATE button. Moving the cursor will move the CUTTING with it. Get it into its new position, let go of the button and voila! There it is in its new place!

d) REPEAT COPY -

Rubber Stamp Box. Press this and you can make as many copies of your CUTTING as you like. The procedure is the same as CUT OUT & MOVE (above), but when you let go of ACTIVATE the impression of your CUTTING will be left and you can do it all over again as many times as you like, even overlapping them should you so wish.

e) INVERT CUTTING -

Inverts your CUTTING area.

f) BLANK CUTTING -

Erases everything in your CUTTING area.

g) SHOW CUTTING -

If you've got the memory of a goldfish with amnesia, and you forget where and what your present CUTTING is, press this to make the CUTTING area flash.

h) TRACE -

Adds outlines to shapes within your CUTTING. Pressing this function several times in a row gives quite a good effect. See for yourselves. Only works with the BOX defined CUTTINGS.

i) RIP UP TRACING -

Press this to clear the present CUTTING out of memory.

j) PAGE 3 -

Takes you back to Menu Page 1.

And that, ladies and gents, as they say, is that (more or less). We've covered virtually everything in the manual, but obviously some of you just won't be satisfied. SO! How about this? What if us kind peeps at SU Towers were to tell you that we'll be running a series of pull-out Icon Graphix tutorials over the next few issues, to guide you through your excellent new art package and to go over all these functions in more detail so that you can get the most out of your wonderful new utility? What about it hey?! Well, believe it 'cos it's true! Stick with SU and you won't go far wrong...!

Next Month we'll include fonts which you can use with Icon Grafix and a complete Icon Grafix tutorial to send you on your merry arty way.

THE GREAT 8

HACKS AMAZING



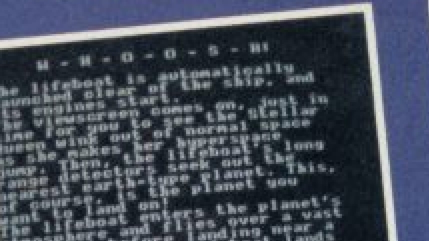
Load In 48K Mode.

Oh no! Where's Tips Amazing? We hear you say. Well, Leigh disappeared off the planet this month and took it with him.

Then, suddenly one morning, a lone, mercenary hacker of doom made himself known to us - "you want cheats, tips and pokes... you talk to me" he said in an apocalyptic manner. Well, he certainly came up with the goods. HACKS AMAZING is bigger and better than ever. The man's name - The Manic Hacker. Watch out, he'll be back.

Hacks Amazing is user friendly menu driven and contains pokes and cheats for over 80 different games. It works very like tips amazing, with a few minor differences: **(back)** takes you to the previous menu, and **(next)** takes you to the next menu. The games are listed in ASCII order.

STARSHIP QUEST



Load In 48K Mode

In last month's instalment you started off in the control room. If you've made it through to the Droid who re-fuels your jeep, pressed the launch button and powered up I hope you've saved your character's position 'cos it's time for part 2. Starting off in the middle of the space port you must work your way outside where you'll encounter the locals... Good luck.

IMPORTANT: In order to proceed to the next part of either Starship Quest or Magnetic Moon you must complete the first part and save your position, then re-load it when you're asked to after loading the follow up.



Load In 48K Mode MUSIC DEMO 5

Oh yes, all good things come to an end. You will, no doubt, be sad to know that this is the last in the current series of Theo Develegas' music demos. What are we all going to do for background entertainment now? Well, the only solution is to keep loading the last five Great 8 tapes and raise a glass and a cheer to the Greek wizard. Watch out for more from Theo soon.

Controls Keys 1-9 switch on different tracks.

TAPE RETURNS ADDRESS

Poor Uncle Harold. He sits in his office all day long just waiting for faulty SU tapes to come through his letter-box. And what do you lot do? You sent them all to us at SU Towers! Why? Remember Harold is your man! By the way he's gone completely off John Wayne movies and is now into large scale screen soppies like 'Gone With The Wind'. But don't go sending back tapes addressed to Scarlet O'Harold or you'll get a sharp thump in the mouth by return post! So, as Usual:

IF YOUR TAPE IS FAULTY DO NOT RETURN IT TO US (SU)! SEND IT TO: UNCLE HAROLD'S POORLY TAPE CLINIC, SPOOL, UNIT 30, DEESIDE INDUSTRIAL PARK, CLWYD, CH5 2NU.

He'll check your offending item and return it or a replacement ASAP. Unfortunately neither SU or SPOOL can be held responsible for tapes which fully pass our testing procedures but fail to load on individual machines.

NEXT MONTH JULY COMP WINNERS



BUT DARLING, I THOUGHT YOU ALWAYS WORE THE FRENCH MAIDS COSTUME ON TUESDAY NIGHTS.

We asked you to tell us what Dizzy was saying - and mahn did you tell us! Here are the best of them. The winner (1st) gets a whole bag of Dizzy gear sent right to their door, the four runners up recieve mugs. Winner: (Above) Pete Pointon, Walsall, W.Mid.

SO HE FINALLY FOUND SOMETHING TO DIP ALL THOSE SOLDIERS INTO!

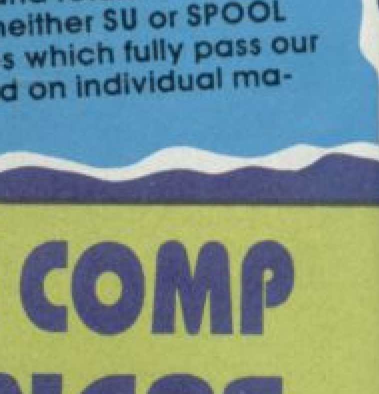
Aha, someone who enjoys eggs for brekkers and remembers the film too. Not bad G.lockheart, Sussex.

HEY DAISY, MEET MY MOTHER-IN-LAW

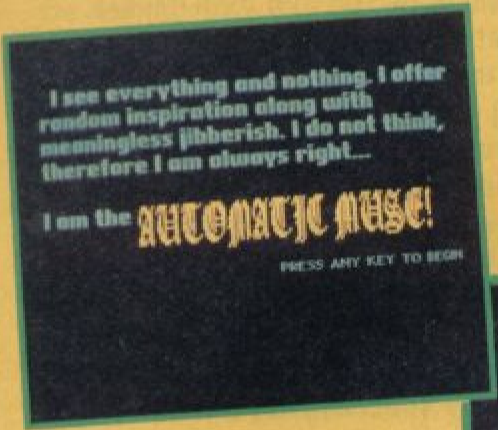
Oh, no, more mother in law jokes from David Steel in Edinburgh. (No jokes).

BUT I ONLY ASKED IF YOU HAD A PURPLE BUM LIKE ALL THE OTHER MONKEYS

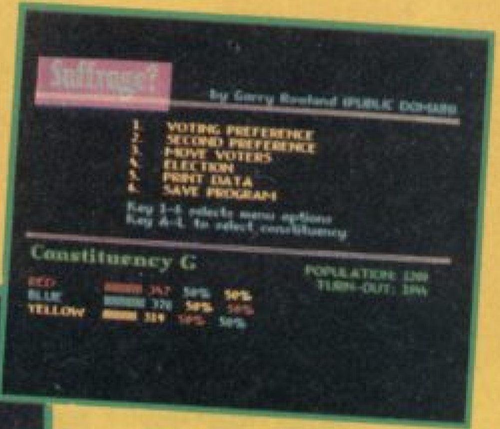
PG Roberts of Bolton is obviously a bit of an animal fancier, or a bit of a bum.

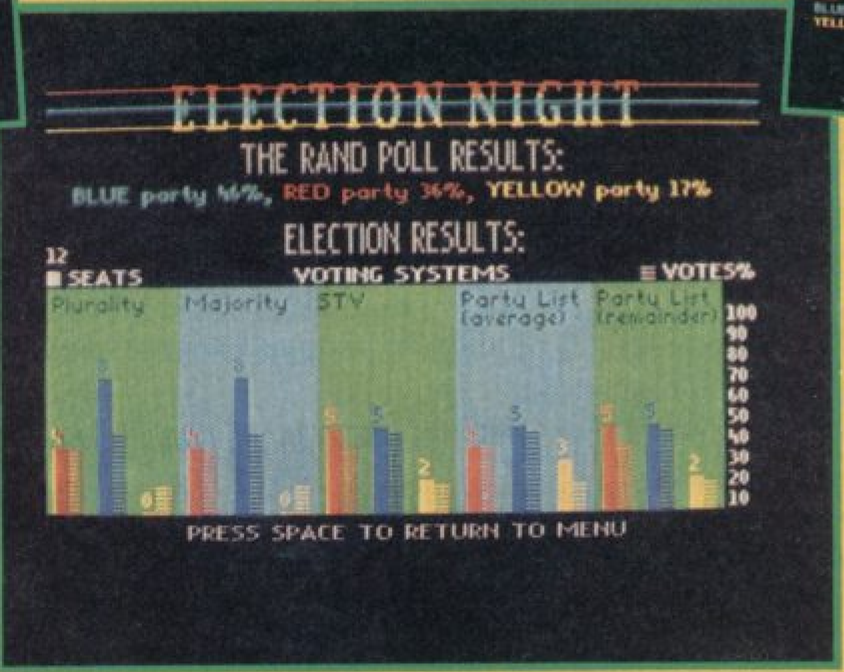


The simplest and most colourful of all - Thanks Melanie Masterson, Preston.



ROWLAND RIDES AGAIN





Does anyone remember a chap called Garry Rowland. Maybe not but I bet if I mentioned Music Writer it might jog your grey matter.

Yes, Mr. Rowland developed Music Writer and then gave it to the world at large, for our delectation. Anyway after short absence from the scene he's back, this time with an advanced fonts package and the kind old soul has opened it up to public domain. Hurrah for Garry.

The package (called PFN - standing for Proportional FoNt) occupies a very small part of either the 128K or 48K machine's memory but allows both machines to create some very street cred Fonts for home or office use. It's really easy to use and even includes a full set of statistics for general elections from 1950 to 1992 (for all you political boffins). Well worth a look for a pound or so.

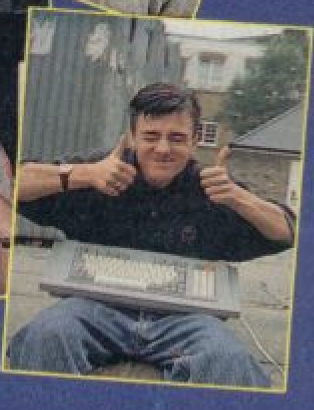
For more info send an SAE to G. Rowland, PO Box 49, Dagenham RM9 5NY. All the screenshots here were worded using PFN fonts.

SU CREW

Well, its nearly the end of the summer now, so it's almost safe to put away your ozone hole-beating factor 27 sun cream for another year. And whilst you all sit in the cool summer evenings, peeling layers of skin off your noses and pondering on the limitations of cosmetic science, just take a look at the crew who've spent the summer pumpin' iron and slapping on fake tan by the bucket load so that they can all make their fortunes in WWF...





Alan Dykes Editor

And in the blue corner, weighing in at a massive 220 bagels, it's Boss Man himself. Standing resplendent in his cop uniform and desperately trying to scare small children with his riot stick, Big Al' actually tried to avoid his first fight after seeing himself in his gear. Mr Modesty, who even in front of his girlfriend, refuses to strip down to anything less than his Irish tweed all-in-ones and a pair of stout wellies, finally took to his first fight in full police riot gear, body armour and shield. Needless to say, he was an arresting sight.
Fave Games: 3D Pool, Tag Team Wrestling.

STEVE KEEN

Steve Keen - Preen Machine - spends so much time getting his hair right so that he can 'knock the chicks for six with just one of my flix', that he screamed blue murder until the Crew let him be Mr Perfect. That was until he had his first fight however. Steve didn't hear the starting bell because his hairdryer was too close to his ears and his tag-match opponents, the Dagenham Girl Pipers, snuck up on him, pinned him down and within three seconds had re-styled his famous locks into a beehive and destroyed his street cred forever. "They was all over me mahn," he was heard to sob as he was rushed to an emergency heavy rock hair stylist...
Fave Games: Pro Tennis Tour, Match of the Day.

YVETTE NICHOLLS Art Editor

Normally content to just sit and watch the guys make idiots of themselves, the mild-mannered Kiwi has taken up the WWF banner. Yes, the Million Dollar Woman has taken to working out using her box of colouring crayons, a crate of Steinlager and a life-size effigy of Rolf Harris. (Woooma, Dinko, Whoooooma Whoom!) No-one's quite sure why she's worth a million dollars but after seeing what she can do to Rolf after drinking a whole bottle of Steinlager, no-one wants to ask her either.

TINA ZANELLI Ad Manager

The diminutive Tina has relied upon speed and cunning in her short career in the ring. Standing a whole 5'2" in her stockings, Tina Be Bad is so distracting that by the time her opponents have realised that her stockings have a ladder in their leg, they have a foot in their face and its all over... Although the most successful wrestler of the team, Tina doesn't do it for the money. "Well, I must admit that I do enjoy the showers best."
Fave Games: Pro Tennis Tour, Match of the Day.

PAUL ANGLIN

Rowdy Roddy Piper, is the toast of the fans. He's loud, he's brash, he's noisy. The fans love every decibel that he hollers. Unfortunately, the only WWF record that he's broken so far is that he's the first man to be attacked and gagged by members of his own tag team! Still, he was over the moon at the publicity and at the time said, "Rhett meh brevvve orr oiill smmerch yeeer pherrrace hin!"
Fave Games: Match of the Day, Sleepwalker.

MARK RICHARDS

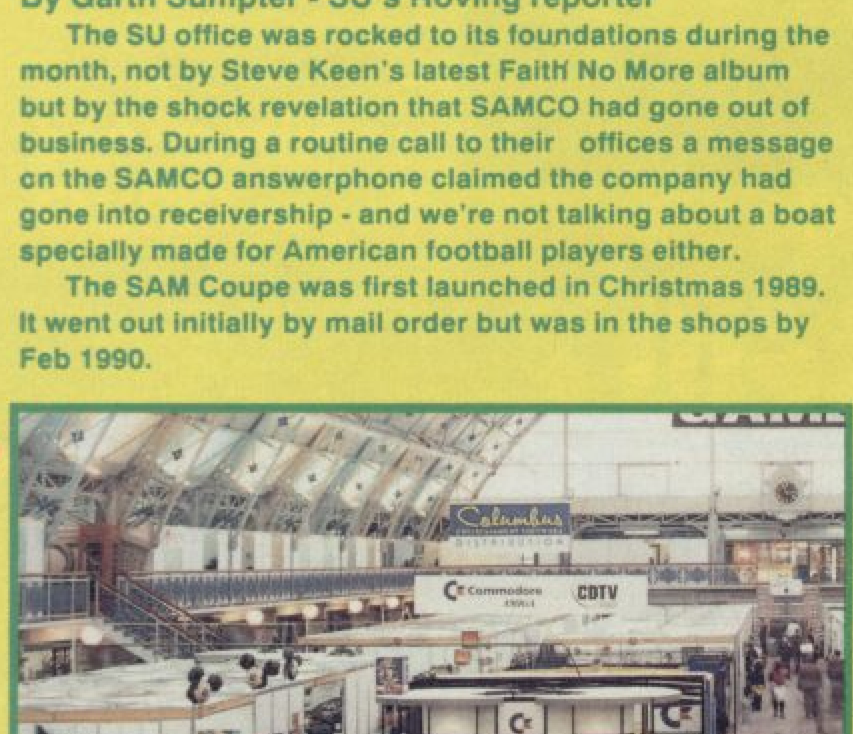
There's a new kid in town but don't let his meagre years fool you. What Sergeant Slaughter Richards lacks in height and hairy chest he makes up for with pure, unadulterated evil. In his first fight with Big Al' Boss Man, he threw a giant ham and cheese bagel into the audience and Al' rushed down after it. Of course, Boss man ate it within ten seconds but as Mark had garnished it with ground lead, poor Al' couldn't lift himself into the ring and was counted out. Steve 'Mr Perfect' Keen was disqualified for rufusing to get into the ring until Mark had put down his Black and Decker hair strimmer and the girls.. well, they thought that he looked so cute in his shorts that they refused to fight with him at all. Some guys have all the luck eh?

OH NO - NO SAMCO

By Garth Sumpter - SU's Roving reporter

The SU office was rocked to its foundations during the month, not by Steve Keen's latest Faith No More album but by the shock revelation that SAMCO had gone out of business. During a routine call to their offices a message on the SAMCO answerphone claimed the company had gone into receivership - and we're not talking about a boat specially made for American football players either.

The SAM Coupe was first launched in Christmas 1989. It went out initially by mail order but was in the shops by Feb 1990.



The SAM was originally sold as a 'Super Spectrum' - an 8 Bit machine with many of the capabilities of the 16 bits.

The First game on the machine was Defenders of the Earth which was coded by Enigma Variations. Many other excellent games such as Escape From The Planet Of The Robot Monsters were subsequently coded for the machine.

In July 1990 MGT collapsed due to lack of funding - there were 50 full-time staff and the company had just grown too fast. At that stage they were doing everything except manufacturing the necessary chips in their factory at Valley Way in Swansea which had 16,000 sq feet of operating and storage space.

After the original MGT - Miles Gordon Technology, named after the two founders Alan Miles and Bruce Gordon, a new company was set up to administer the SAM's marketing and production.

Until last August ('91), Sam Computers Ltd. handled everything to do with the SAM but at that time it was felt that the company should split in two so that Alan (Miles) could concentrate on marketing the machine whilst Bruce (Gordon) could just handle the technical development and manufacturing side.

SAMCO was the software and marketing side of the business, they advertised and promoted the machine, as well as producing and promoting the production of software. SAMCO was run by Alan Miles. Unfortunately however they didn't have as good a Christmas 91 as they would have liked.

The state of the economy also added to this, a home computer is pretty far down the shopping list when you're concentrating on paying the rent or mortgage.

However all is certainly not lost for the SAM. The other part of the partnership, SAM Technology is still up and going and quite strong. As SAM Technology is the hardware side of the business this means that the SAM and all its parts and peripherals will continue to be produced by

THE STREETS ARE ALIGHT



US Gold are about to set the streets alight this Christmas with the launch of one of the most popular coin-ops of the year - Street Fighter 2.

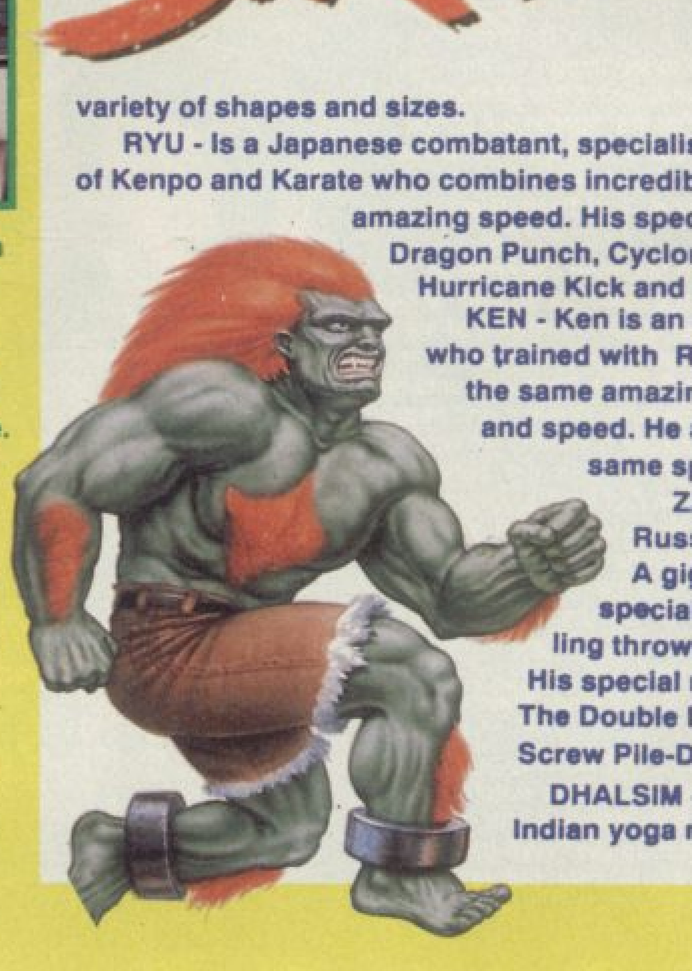
It's been a hit in arcades throughout the country with its fast burning action and multiple move capability and the good news is that it's going to be out on Spectrum before Christmas.

Street Fighter 2 has eight main characters each with their own style of fighting and bone crunching special moves. They come from all corners of the globe and in a

STREET FI

variety of shapes and sizes.

RYU - Is a Japanese combatant, specialised in the arts of Kenpo and Karate who combines incredible power with amazing speed. His special moves are: Dragon Punch, Cyclone Punch, Hurricane Kick and Body Throw.



KEN - Ken is an American lad who trained with RYU and has the same amazing strength and speed. He also has the same special moves.

ZANGIEF - The Russian wrestler. A gigantic man specialised in wrestling throws and holds. His special moves are: The Double Lariat and the Screw Pile-Driver.

DHALSIM - A mysterious Indian yoga master who can

the same people that have been doing it since the machine's beginnings.

Hardware Products - Sam Technology

SAM Technology has not been standing still though. Their current range of products and products under development includes Video digitisers, a robotics interface and a hard disk option. Also SAMCO developed, just after Christmas '91, a word processor and a sound tracker which allows you to create sounds on the 6 channel Philips stereo sound chip and then play them back. It works and sounds a little bit like a tape recorder - Definitely one of the best pieces of software I've seen for the SAM.

There are also several games still under development including a new type of PacMan. All of these products are waiting to be published.

There are currently two companies interested in taking over SAMCO, one in this country and another from abroad. If a good package is offered by either buyer, then SAM Technology, ie. Bruce Gordon the designer of the machine will support them.

Bruce wants a buyer who won't rip the machine off. The new company must have a commitment to the SAM. He's stated that this must include supporting the existing user base, honouring the One year warrantee and generally continue to develop and market both the computer and software projects that have been put into limbo until a buyer is found.

SAMCO officially called in the receivers on 15th July who then called a creditors meeting 28th July where it was decided that the company would be wound up.



spit fire and contort his body. His special moves are: Yoga Fire, Yoga Flame and Yoga Spear Jump.

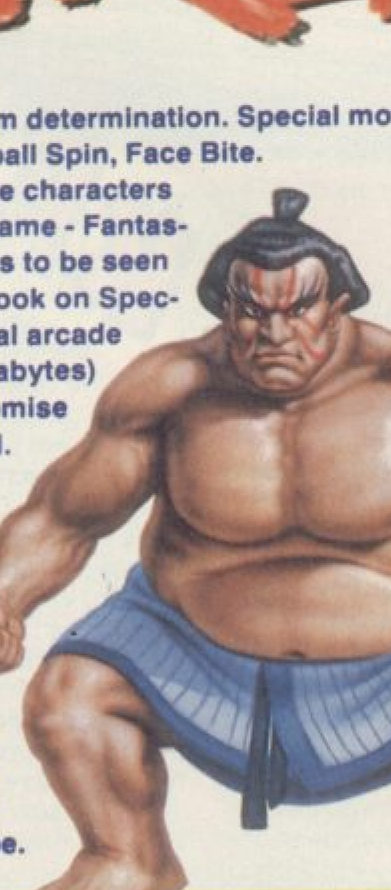
E.HONDA - The Sumo wrestler. This guy is big - and slow, but very powerful. His special moves are: Hundred Hand Slap, Flying Head Ram, Body Crush, Knee In The Face.

CHUN LI - Out to gain vengeance for her parents and prove her powers in Kung FU before going back to school(?!) Chun Li is a fast and amazing fighter whose special moves are: The Hundred Foot Kick and the Spinning Bird Kick.

GUILE - An American soldier who specialises in combat karate with a penchant for brushing his perfect hair after every fight. Guile doesn't like being beaten. Special moves: Sonic Boom, Somersault Kick, Back Drop, Mid Air Drop.

BLANKA - A mutant from the deep who grew up in a South American rainforest where he developed ultra fast reflexes and grim determination. Special moves: THunder Storm, Cannonball Spin, Face Bite.

Those are the characters and that is the game - Fantastic. It yet remains to be seen how well it will look on Spectrum (the original arcade game is 55 megabytes) but US Gold promise something good. Keep an eye on the mag next month when we'll find out just what they expect it to be like, what sort of features it will have and how big it will be.



EURO SHOW KICKS OFF CHRISTMAS RUN



It's show time in London as the European Computer Trade Show hits town again. The bad news is that most of us won't be able to go to it 'cos it's a trade only show, but the good news is that Big Al' can go down there with his notepad and a wad of expenses and eat tons of cream buns, drink lots of diet coke (not!) and find out what's happening in the world of Speck during the run up to Christmas.

It promises to be an essential event for anyone connected with the software and hardware industries so if you would like to find out what's going on, have something to show someone or would like make sure you are included in the proceedings then phone 081 742 2828.

Remember though it's trade only so unless you are actually a trader or somehow connected with the games industry (and unfortunately buying them doesn't really constitute this) you won't be able to get a ticket. We'll give you another show update as soon as possible.

AMERICAN TAG-TEA

GAME: AMERICAN TAG TEAM WRESTLING LABEL: ZEPPELIN GAMES MEMORY:

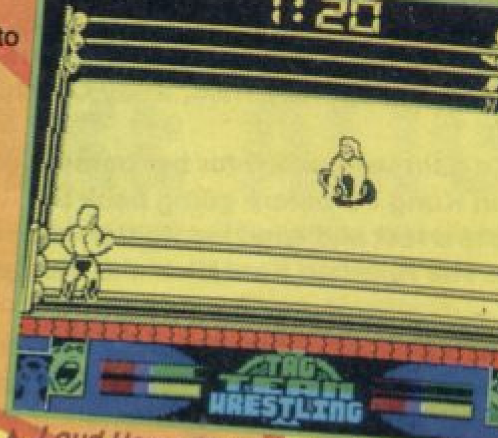
I've never really taken to wrestling. Call me Mr. Weirdo, but the sight of a couple of sweaty, overgrown blubbery whales rolling around on top of each other, glued together by head, thigh and various other parts of the anatomy has never really appealed to me.

Wrestlers grab each other by the hair (everywhere!), dig their elbows into vital organs and leap kamikaze style straight onto their opponents' backs, squashing them flat on the floor. Don't they feel pain? Have they had their nervous systems surgically removed?

American tag-team wrestling is slightly different in two respects. One - it's American wrestling so it's more of a pre-choreographed dance routine than a fight; two - it's the wrestling equivalent of a tennis doubles match. And now Zeppelin have produced a new smash 'em up sim of the sport!

First, pick which up-and-coming TT wrestling duo you wish to be. There are eight equally nasty couplets to choose from with names such as Frank N. Steen and Crusher McGirk (both from up north), Groucho and Jurgen Meatball, or, if you're smart, Einstein and Lord Harry.

Wrestling action includes standard punches and kicks but there are also numerous other moves at your disposal. For instance, you can execute a pretty damaging flying kick by starting off with a rope-to-rope run and then pressing fire in mid-sprint. Ker-splat! Or what about a falling forehand smash? Simply climb the corner ropes and then leap off, hopefully landing whack bang on top of your unsuspecting foe! Ker-unch!

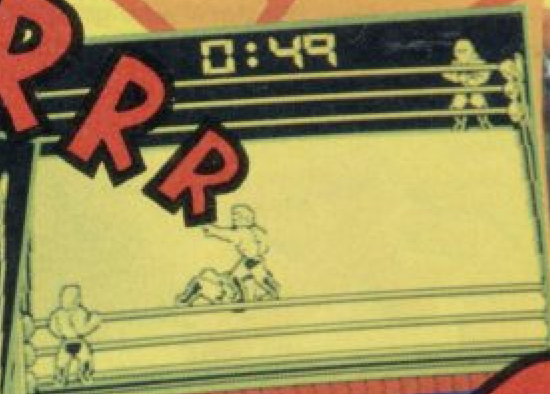


Loud Harry does his frog impression.

GRRRRR



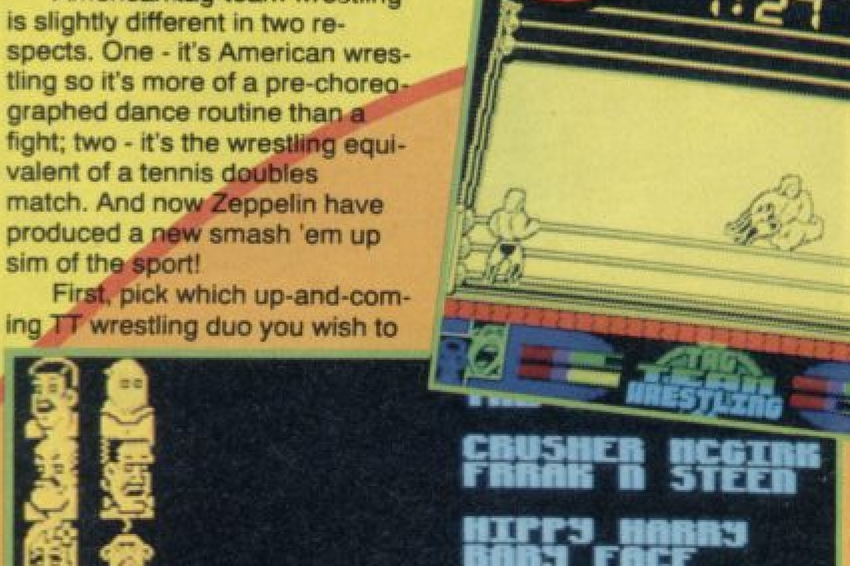
Poser!



Sniff my armpit!



KER-S



Choose your team from this list of young (and brainless) hopefuls.

Once you've got your enemy down, you can keep him there by giving him a few elbow drops just to finish him off! Ker-ash!

One person can only take so much violence so when a fighter's energy meter is running dangerously low, run up to his partner-in-crime who's been standing by and cheering you on, awaiting his turn. Just "Tag" him and you'll you swap places - you're now controlling the second fighter on your team (although the sprites are identical), whilst the other recuperates.

The game can be played in single or two player mode, and you can select your wrestlers from all of the combinations on offer. There are no specific difficulty levels, but different combinations have different levels of strength so beating one pair doesn't guarantee success against another. Also, in tournament mode against the computer each successive pair becomes more tricky to fight.

This game is very addictive! Graphic-wise, it's monochrome

Y48K/128K TAPE: £3.99

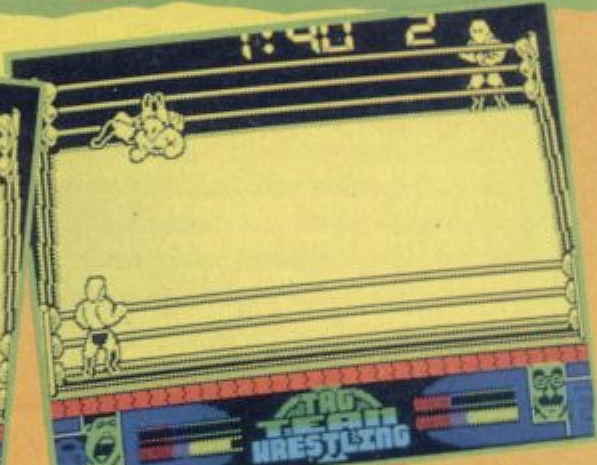
SILVER

WRESTLING





▲ Give me a shoulder ride! Oh go on! Please?!



▲ Loud Harry gets silenced by Groucho's bottom.

CRASH

and simple, yet thankfully clear - you can always make out what's going on.

I really have only two gripes. Firstly, the absence of any real sound. When you give the opposing scum-bag a mouthful of your foot, it'd be nice to hear a complimentary CRUNCH just to add to the atmosphere and realism. Instead, we get nothing, which does take the edge off a bit, I found.

Also, once the enemy has thrown you over his shoulder onto the canvas that's it - you have very little chance of escaping and just have to grit your teeth and bear it! Yet when you have the opponent under your elbow, he seems to wriggle out with the most unsettling ease! This means that it's very hard to give as good as you get, but I'm sure all you talented beat 'em uppers out there will be able to give the "bad guys" a good thrashing for their money!

Because of this Tag Team takes a lot of getting used to and you really do have to get to know all the moves in order to defeat computer opponents. In human two player mode Tag Team Wrestling is a lot easier (depending on how good your opponent is though) and if you learn the moves and then hide the instruction manual your friends will be floundering around like amateur Joes against the mighty Lex Luger and a good friend of his from hell.

Despite a few very minor moans, Tag Team Wrestling is an enjoyable crush 'em up! It has lots of built in moves and playability and plenty of competition and high brow action. It's not sponsored by any big international wrestling organisations but maybe it should be 'cos it's well worth a not too bone-breaking £3.99.

Tag Team Trivia

1) Wrestling has been an Olympic event since 704 BC, when Big Daddy represented England (he was at the peak of his career around that time).

2) Freddie Star started life as a wrestler. After some serious thinking about his future he realized that a track record of no wins spelt the end of his fighting career, and decided to pursue a life as a professional hamster connoisseur.

3) Hulk Hogan is in fact nothing more than a specialised, overgrown, failed dancer. Y'see, American wrestling is really a dance rather than a fight. Every match is pre-choreographed and staged. Apparently Hogan applied for a job with the Russian ballet but they turned him down because he looked just too silly in a pink tutu and leotard.

4) Big Daddy and Giant Haystacks once hit a massive 9.5 richters on a passing seismologist's pocket seismometer.

5) Not all of these facts are true, by the way, except maybe this one.

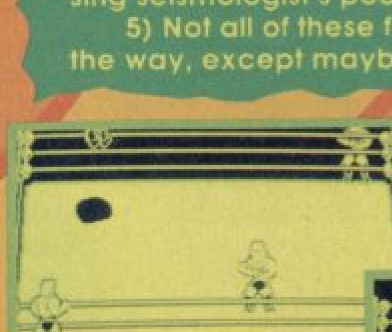
PLAT!

scores

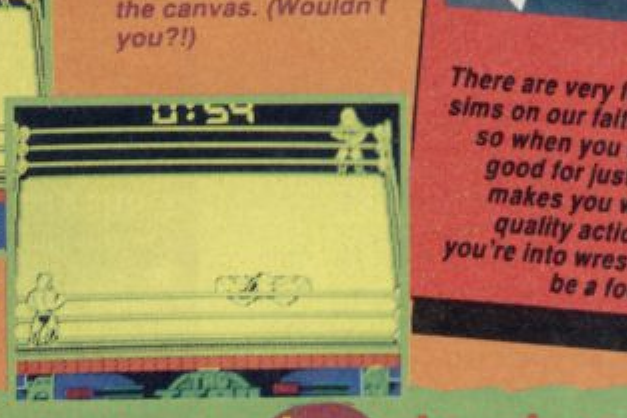
GRAPHICS	82
SOUND	31
PLAYABILITY	93
LASTABILITY	84
OVERALL	84%

Mark Richards

Go out and pin those fat skull-crunchers to the canvas! Leaping off the corner ropes straight into their blubby bodies is more satisfying than a certain snack bar, making this an excellent wrestle 'em up that'd even put WWF to shame! (Nearly!)



◄ Loud Harry decides to escape down a hole in the canvas. (Wouldn't you?!)



The two opponents collapse into the classic synchronized swimming position. ►



Alan

There are very few wrestling sims on our faithful Speccy, so when you see one this good for just four quid it makes you wonder. Top quality action, which, if you're into wrestling, you'd be a fool to miss!

Another month and I'm glad to see a more caring attitude this issue. For once there were lots and lots of letters offering advice for those poor souls who have written into the Help! column.

As for me, I am still anxiously anticipating a holiday. The saga of my vacation is not a happy one. First it was Ireland, then Scotland. For a while it looked as if I might be camping in the South of France, then I was probably going to jet off to Marbella. Now, at long last I have my holidays booked - it's sunny Cornwall, so I'd better stock up on big chunky jumpers, air my wax jacket, put on my stomping boots and somehow get myself a large dog to walk... But not before I give you the best hints and tips available.



HACK SQU

CHAMPION CHEATS

PRO TENNIS

All right, Wimbledon was over and done with ages ago, but tennis fever still has some of you firmly in its clutches. Isn't Agassi a nice guy, though? Mmmm? Kristian Burgess from Milton Keynes has sent in this quick cheat for the game Pro Tennis.

Choose one-player mode and when you're serving hold keys K - P or keys O - P. When you serve, you first go to 15, then 30 then 40 and then you win the game. But I reckon that takes a lot of the sportsmanship out of it.

I think this next letter is from someone called Lincon Links, who lives in St Annes in Lancashire. But it's really hard to tell because their writing is almost exactly like my friend Barbara's handwriting, which is virtually impossible to read at the best of times.

Anyway, Lincon (which is actually a very improbable name, when you think about it) has sent in many and varied cheats, some of which we've used before, but even if we did they were absolutely yonks ago, and nobody can really be bothered to look back through all the last issues anyway, so here they are again (well, some of them.)

BATMAN - THE MOVIE

To skip levels, just type MICK.

THUNDERBIRDS

Codes:

Level 2 = RECOVERY

Level 3 = ALOYSLUS

Level 4 = ANDERSON

MAZE MANIA

Codes:

Level 5 = HARLECH

Level 9 = JUPITER

Level 13 = STAYLIFT

BEDLAM

If you press the C button, you will start the game with full lives from wherever you last left off.

SAXLOW

Redefine the keys as CHEAT and type LYNN to get infinite lives.

TASK FORCE

Define keys as CHEAT for infinite lives

TURRICAN

Pause the game and then hold down all the keys except H and PAUSE and you will have lots of everything.

NEW ZEALAND STORY

On the menu screen, type FLUFFY for infinite lives.

EMLYN HUGHES INTERNATIONAL FOOTBALL

Here are some sporty sort of cheats from John Flanagan from Newry, County Down (I went to County Down last December and it was one of the nicest places I've ever visited. Can't you just tell that I haven't had a holiday since? Still, off to Cornwall soon for a stomping sort of holiday, along the cliffs, staring out to sea, pretending to be the French Lieutenant's Woman and all

HELP

At last! This month the post bag was absolutely bulging with letters for the Help! Column. It gives me a warm feeling inside to think about this new caring attitude towards your fellow gamester.

Firstly, Martyn Cox from Llantwit Major in Wales has sent in some tips in reply to Alexander Sawyer's letter which appeared in the June issue of SU/CRASH.

INDIANA JONES AND THE LAST CRUSADE

On the title screen, hold down O,T and D to start on Level One. Now hold down SHIFT and the level number which you want to go to and, as if by magic, you'll be instantly transported to the level of your choice.

ROBOCOP

For immunity from the very start of the game, first lose all your ammunition and crouch down under the middle man of the three men firing from above.

As your energy begins to run out, keep punching to the right. When you are just about to die, on the very brink, about to meet your maker, passing over to the other side, so to speak, try to get the bullets to hit you on the head and on your outstretched arm. This apparently will give you immunity, but I predict a lot of frustration and Spectrums thrown out of windows until the process is absolutely perfected...

BATMAN - THE MOVIE

On level one, when you come to the place with the three acid drops raining down from above, duck down. They will not start to fall again until you have moved up a level or until you throw a batarang (shurely you mean boomerang? By the way, what do you call a boomerang that doesn't come back? A stick. Ho, ho).



that. Does anyone have a dog I can borrow? Preferably a white Labrador?)

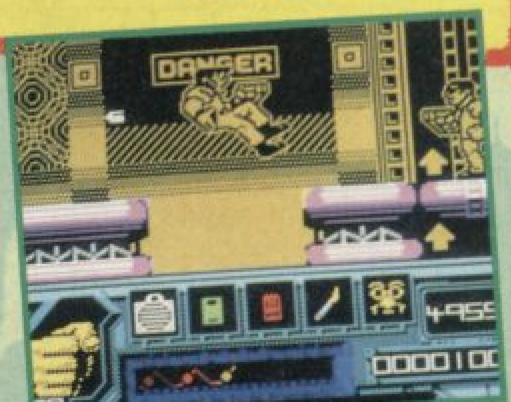
Anyway....back to the game in question. When the players are going in at half time, press BREAK twice and this will save time. Use the same cheat after a goal has been scored.

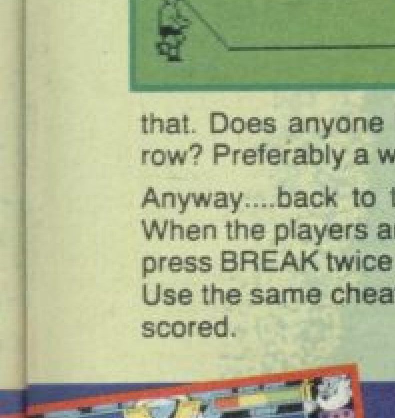
FIRST DIVISION MANAGER
If, after a season, the coach tells you that some players have retired, go to the transfer market and you will be able to get them back on your team.

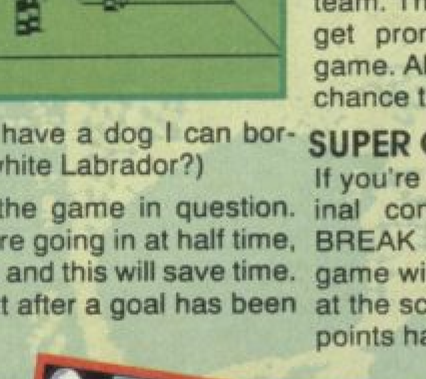
SOCCER BOSS
This sporty cheat is from David Rolfe from Camberwell in London.

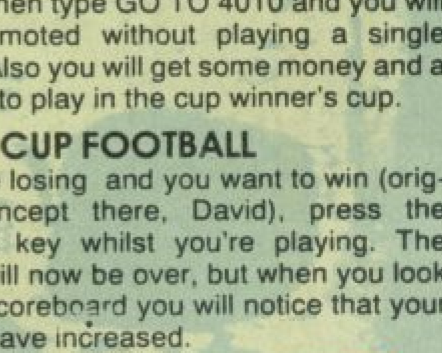
On this game, all you have to do is press BREAK on the screen where it shows your team. Then type GO TO 4010 and you will get promoted without playing a single game. Also you will get some money and a chance to play in the cup winner's cup.

SUPER CUP FOOTBALL
If you're losing and you want to win (original concept there, David), press the BREAK key whilst you're playing. The game will now be over, but when you look at the scoreboard you will notice that your points have increased.









SPELLBOUND DIZZY
Mr J Skaife sent in a very polite letter begging some assistance with Spellbound Dizzy. As I am as flummoxed as he is, I thought I'd throw open the problem to all the highly intelligent readers of SU/CRASH to see if you can come up with the solution to the problem. You see, when Mr Skaife takes the Shamrock to the Leprechaun and tries to engage him in a little conversation, the ENTER key on his 128K + 2 goes dead, and, as Mr Skaife quite rightly points out, this precludes him taking the Talisman.

So, who knows what's going wrong here? Because I sure don't.

Daniel Hunt, from Manchester would like to ask if anyone has a cheat for the long-forgotten game, Forgotten World, because he is totally stuck.

He would also like to know if anyone has a cheat for the Simpsons. We've got a tiny little tip this issue, Daniel, but I doubt that'll be much good to you as you can already get to the second level. I'm sure that someone has managed to get through the whole game though, and will be delighted to share his/her experiences with you in time for the next issue.

FOOTBALL MANAGER
On the menu screen, go to the team list and sell (or try to sell) any player. Refuse until an "i" is next to his name. When you play the next game, not only is he fit, but he also has ten more energy points.

OPERATION THUNDERBOLT
1) Type EFI on the high score table, then when playing type KEV to skip levels.

2) Define the keys as 1=left, 2=right, 3=down, 4=up, 5=fire, ENTER=grenades. Then define Player 2's controls as Sinclair Joystick. Start a 2-player game and you can now control 2 players!

TOTAL RECALL
This massive star of a game ha just come out on re-release, so we thought it'd be nice to remind you of the cheat mode!

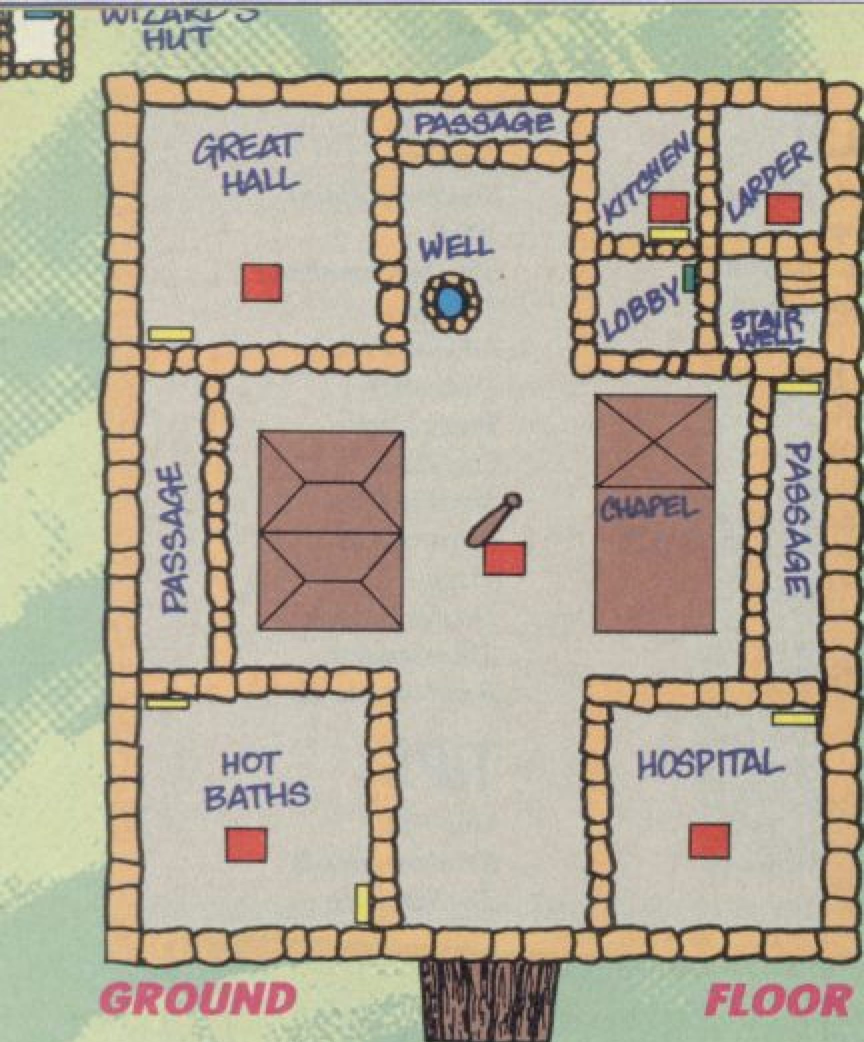
First, you'll have to play the game in order to get onto the high score table. Then, enter your name as THE END IS NIGH. When you play the game again, simply press enter to jump to the next level!

NARC
Also just re-released, here's a cheat for this amazing shoot 'em up -

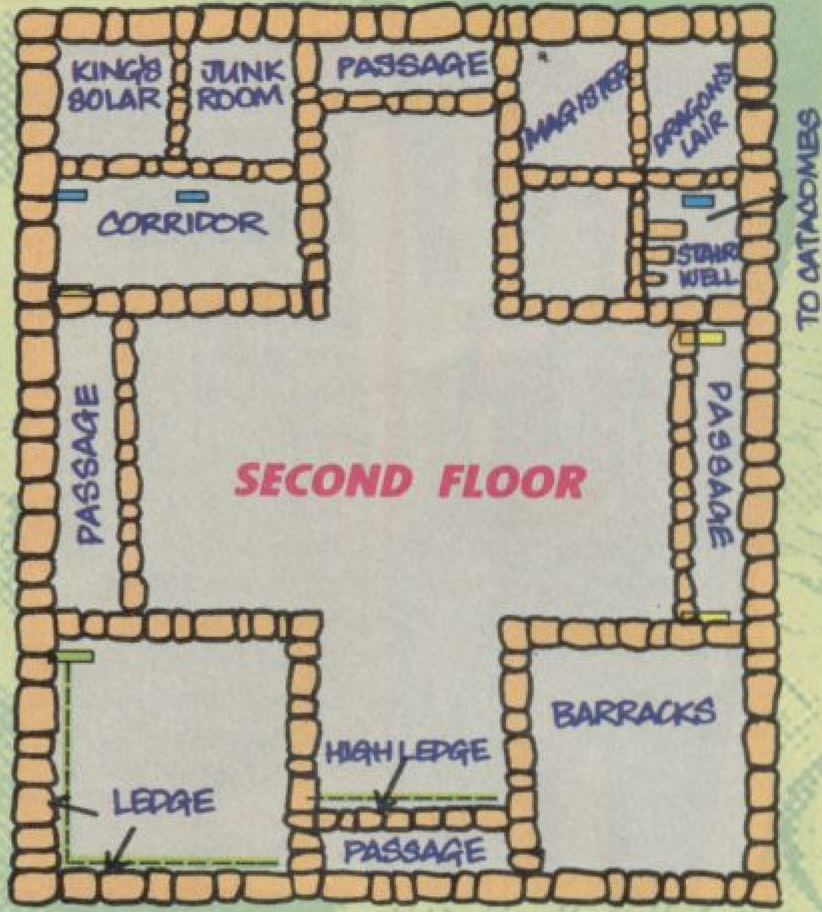
Define your keys as G, R, U, T, S. You can then put in anything for your special key

that makes you jump, etc. Under the word "NARC" and over the line saying "Player 1 CONTROLS" it should now say "Hello Cheeky". Now you can choose the controls you really want. Play the game as normal, and you should have infinite lives. Got all that?

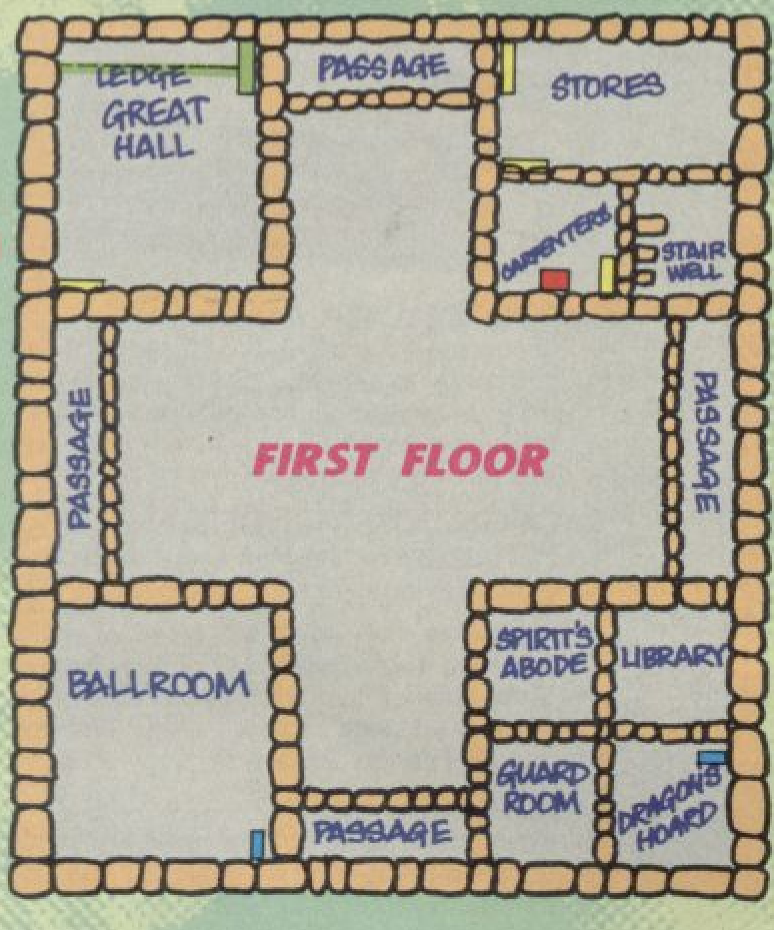
CASTLE MASTER MAPS



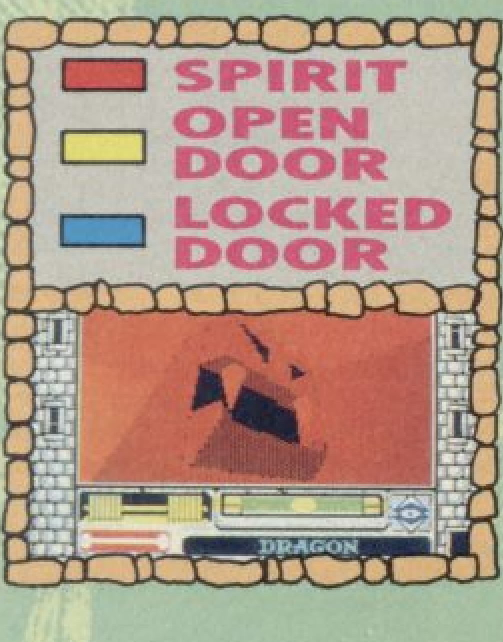
GROUND FLOOR

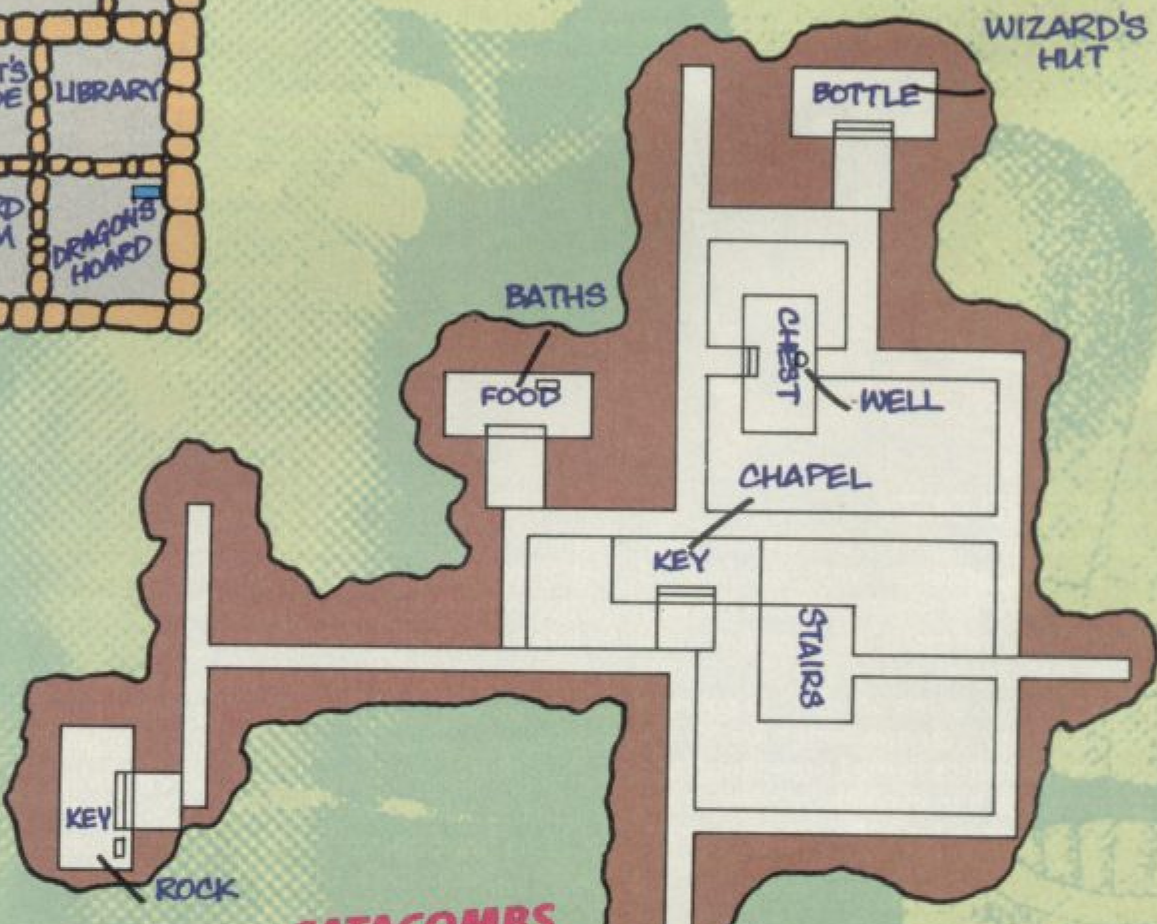


SECOND FLOOR



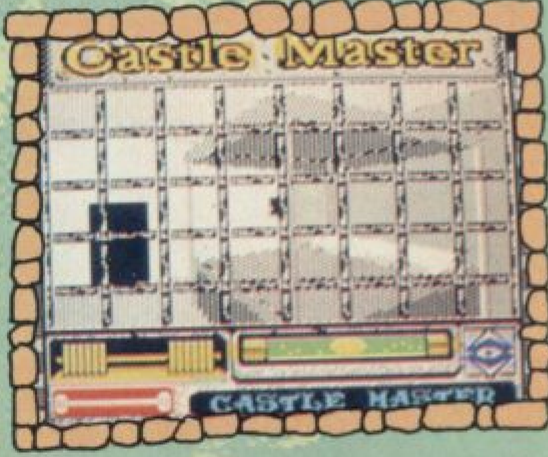
FIRST FLOOR





CATACOMBS

SOLUTION CITY



CASTLE MASTER - Complete Solution!

Included in the July issue of Sinclair User as a re-release, Castlemaster has proved to be very popular as a Dungeons and Dragons style RPG, for those who have it but can;'t make head nor tail of it - here, by popular demand is the solution plus a map.

Enter castle, get KEY 1 from top of WELL and go to WIZARD'S HUT. Get food and KEY 2. Go to STABLES and get KEY 3. Go to Smithy. Get food and treasure. Go to LOBBY and get KEY 9 and use it to unlock STAIRWELL. Now, go to KITCHEN, kill the spirit and get the food. Go to GREAT HALL, kill spirit, get food and go to the HOT BATHS. Kill spirit, drain the pool, fall into the cavern and get KEY 4.

Now exit the CATACOMBS and get the food. Go outside the castle and move the ROCK. Fall into the cavern, kill spirit and get KEY 8. Exit CATACOMBS.

Go to the drawbridge and catapult yourself off (by standing on it and closing it) onto the CHAPEL ROOF. Get KEY 6 and fall off roof. Enter CHAPEL and fall into CAVERN. Kill spirit, get KEY 7 and exit CATACOMB-S.

Now, go to WELL and fall down it. Kill the spirit and get KEY 10 along with the treasure. Now exit the CATACOMBS again.

Go to the LIBRARY and "action" the books on the shelf until the secret door opens to the DRAGON'S HORDE. Unlock the chest and collect the treasure.

Go to the CARPENTER'S ROOM. Kill spirit, get food and go through to the store. Action the bottle until strength is maximum. Go to GUARD ROOM killing the spirit in the BALLROOM on the way. Go upstairs to BARRACKS and kill spirit. Open HIGH LEDGE DOOR and go to the JUNK ROOM. Get treasure from shelf. Kill spirit and go to the COURTYARD.

Shoot the flag and kill the spirit that you dislodge. Go to the DRAGON'S LAIR now and kill the dragon.

If your ancestor was St. George you may just have been able to get rid of the fire-breathing foe. Well, if you did, go to MAGISTAR'S and shoot the two boxes and the padlock. Once the door opens that's it! Bravo old chap!

THOSE KEY DESCRIPTIONS IN FULL!

KEY 1
LOCATION : Top of WELL
USE : Opens WIZARD'S HUT
TO GET IT : Enter CASTLE, it's on top of WELL.

KEY 2
LOCATION : WIZARD'S HUT
USE : Opens STABLES
TO GET IT: Stand on top of table and look down the back - it's hiding there!

KEY 3
LOCATION: STABLES
USE: Opens HIGH LEDGE
TO GET IT: Crawl underneath wooden horse.

KEY 4
LOCATION: HOT BATHS
USE: Opens SPIRIT'S ABODE
TO GET IT: Pull lever to drain bath, then fall down the hole. Stand on highest step and look up. When you see a little hole, action it.

KEY 5
LOCATION: Bottom of WIZARD'S HUT
USE: Opens KING'S SOLAR
TO GET IT: Action rug and fall down hole. At the bottom is a little hole. Action this to find the key.

KEY 6
LOCATION: CHAPEL ROOF
USE: Opens JUNK ROOM
TO GET IT: Catapult off drawbridge by standing on it then closing it with a rock. You'll land on CHAPEL ROOF. Search the hole that you find here.

KEY 7
LOCATION: Inside CHAPEL
USE : Opens DRAGON'S LAIR
TO GET IT : Fall down hole to CATACOMBS then search the box.

KEY 8
LOCATION: BOULDER
USE: Opens TREASURE CHEST
TO GET IT: Shift rock by running at it when you have full(ish) strength. Then fall down into CAVERN. Search CAVERN to find the key.

KEY 9
LOCATION: LOBBY
USE : Opens STAIRWELL
TO GET IT : It's on the table!

KEY 10
LOCATION : Below WELL
USE : Opens GUARD ROOM
TO GET IT : Fall down WELL and search your landing area!

TREASURE LOCATIONS
11 PIECES - inside the chest in the DRAGON'S HORDE. 1 PIECE - under table in the SMITHY. 1 PIECE - on shelf in JUNK ROOM. 1 PIECE - in chest in CATACOMBS.

WHAT TO DO WHERE

GROUND FLOOR

1) Drawbridge: Entrance to the Castle Lob a brick at the panel on the wall and the drawbridge will lower, allowing you in!

2) North East Tower: Shoot the spirit and take key to unlock stairway. The other door here leads to the KITCHEN where you need to shoot the spirit which is in the form of a rat on the floor and take the food off the table.

3) Hospital: The spirit's hiding around on the ceiling so look up to find him.

4) Stairway Exits: Ground floor door leads to the hospital, first floor door leads to the library and second floor door leads to the barracks.

5) Library: Action the highest hook on shelf to open the secret door to the Dragon's Horde.

6) Great Hall: There's a spirit here so blast him then take the food and go to the Hot Baths.

7) Hot Baths: Pull lever to drain pool but don't go through hole.

8) Well: Look into well and action it to collect key to Wizard's Hut outside the Castle. Inside there's an object that will make you feel much better!

9) Flagpole: Shoot flag to release a flying spirit then kill it!

10) Stable: Go around the back of the stables to find Smithy. There's treasure under the table here.

11) Drawbridge: Catapult yourself off this to pick up key to the sunk room on top of the Chapel (who left it there?!).

12) Chapel: In the Chapel DO NOT walk into the left stand!

FIRST FLOOR

1) Carpenters: Go into Carpenters, shoot spirit under table and leave the object on the wall.

2) Stores: There's an enormous amount of scragg in here, which should keep your strength up nicely!

And before it gets too boring, we'll leave it at that!

GENERAL TIPS -

1) When low on energy, replenish it by going to the stores and actioning bottle. Don't shoot it!

2) Before entering SPIRIT'S ABODE make sure you have a lot of energy. There are 3 harbouring spirits here!

3) For a higher score collect all treasure.

4) Be careful on the stairwell.

5) The path to DRAGON'S LAIR is too narrow to pass until you have collected all the keys and killed 20 spirits. Then the path'll widen so that you can crawl across it.

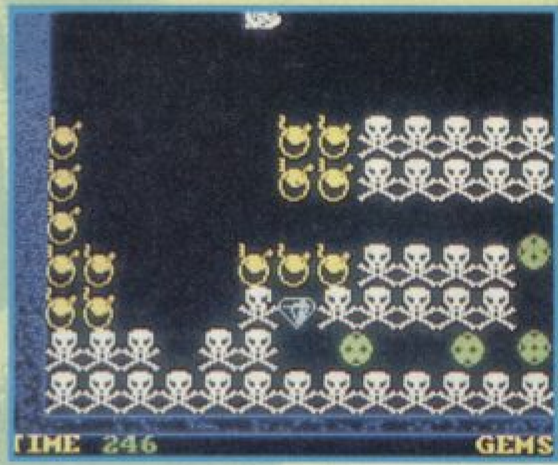
6) To kill the DRAGON keep shooting him in the eye.

7) Never talk to strangers, get into their cars or invite them over to dinner without asking your parents first.

8) If you ever need to use scissors, please ask a grown-up to help you.

HANNAH'S POKEs

I am so glad to hear that Shaun Hollett likes nothing better than a good POKE after a hard day at work. Your attitude has certainly paid dividends, judging by the list of routines you sent in for this month's mag. No doubt your diligence will be repaid tenfold in your next life. Perhaps it's the hot weather, but I've noticed that some people's letters are definitely getting rather more fruity than usual... Anyway, here are a selection, for your delectation, of Shaun's POKEs (hurr, kersnick).



ATV
35781,100 53718,201

TUSKER
40767,061 - no enemy 40766,100 - bombs

LIGHTFORCE
40725,0 - infinite lives

NEXOR
8D74 (Hex)0 - infinite lives

STAR WARS
45268,0 - infinite shields

SNARE
46840,0 - infinite lives

FORCE II
62267,0 - infinite lives

TAU CETI
49116,0 - infinite missiles
49161,0 - infinite flares

SHOCKWAY RIDER
46119,0 - infinite lives

1994
38762,0 invincible
40315,0 infinite lives
SPINDIZZY
56483,0 - infinite lives

SKY HIGH STUNTMAN
32039,0 - no enemy

TRANTOR
56711,0 - infinite time
54236,0 lots of ammo
52514,0 - no enemy

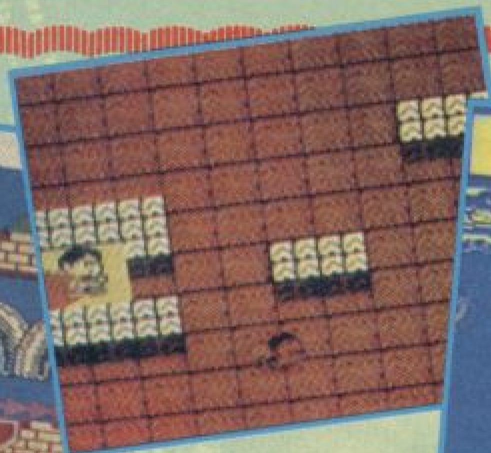
ADDAMS FAMILY
30918,0 - infinite lives

CHASE HQ
40382,183 - infinite credits











TONS





RAINBOW ISLANDS

Coo, a letter from the very-important-sounding Amethertist (alias good old Mathew Carson who lives in a hole in the ground in Burscough in West Lancashire. Here we go...

Collect all the diamonds in any order and when you get all of them, you get four lives and some points. When you confront the end-of-level nasty, fire some rainbows, preferably firing three rainbows that touch each other. Now when the nasty reaches this dastardly trap, jump on the rainbows so that they break and watch the end-of-level nasty lose his energy bars. Also, look out for the bonus platforms on some levels, they appear at random - getting all the diamonds helps improve chances of these appearing.

Anyway, keep an eye on your score, and if it suddenly increases when you move, then you are on a bonus platform. All you have to do now is find a platform that is attached to the side of the screen, get to the side of the screen and move in that direction. You will now find your score increases rapidly! When you are at the bonus level, get to the top of the screen and hold down A. When all the items have landed, depress Key A so that the rainbow breaks. The rainbow fragments will land on the items and consume them so that you get loadsa points.

Also, the Amethertist would like to pass on these handy tips for Mark Stewart from Doncaster who wrote in complaining that he couldn't get past the Dragon Island in Rainbow Islands.

Well, the Amethertist has just got past this stage of the game and here's his way of killing that nasty, pesky dragon...

Remember that the dragon is slow and has very inaccurate firing.

Also remember that breaking a rainbow on its head does not deplete its energy. Bearing this in mind, keep on the move and fire rainbows at it. You're going to have to get in quite close and then when it has fired, fire back and then break the rainbows, but be sharp about it, though. When it fires a few balls at you, make a rainbow and get on top of it and you will be clear of danger.

If you keep firing rainbows and breaking them either at the side of the dragon, or under it, very, very quickly, its energy will rapidly decrease! And before anyone out there says: "I bet he had three rainbows at a time to fire," Matthew would like to point out, ever so nicely, that he did not and it merely demonstrates that killing this nasty, bad dragon isn't really that hard after all. But don't forget that the dragon:

1) is slow

2) is not very good at aiming

3) takes a long time between firing bursts

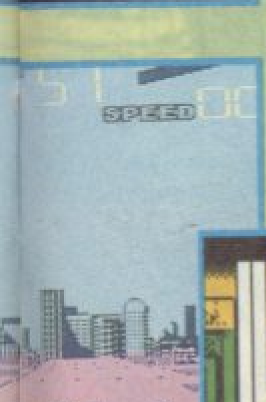
and 4) can be destroyed with only one-rainbow-at-a time firing.

And finally, if you have a Plus D and long to get to a high level every time you play the game, then when you are on that level, save the game using the SNAPSHOT button - apparently that's how the mighty Amethertist cracked the game.

To conclude Matthew's tips, here are some hints for islands six and seven:

On island six, always be on the move and fire at all enemies. The knights are not really that hard: put a rainbow by them and when a knight touches the rainbow, break it. The flying grannies (as Matthew touchingly refers to them) are a bit harder. The best plan of action here is to simply try to





BREAK NECK
51473,0 - infinite lives
49540,0 infinite lasers

LAST DUEL
37610,0 (p2 lives)
37605,0 (p1 lives)

SUPERTED
40307,0 - infinite lives

TERRACOGNITA
45004,0 - INFINITE LIVES

VIXEN
51794,0

DOUBLE DRAGON
39393,1 - lots of strength

THUNDERJAWS
39967,0 - infinite lives



SNARE (THE PROPER GAME THIS TIME, OKAY?)
Jon Rose was trying to be a bit too clever in the July issue of this esteemed mag I think. He sent in a POKE for a game that wasn't even finished, let alone signed up with a Software company. Never mind, he has sent in a sheepish apology and here, tarran-tarra, is the POKE for the finished game, so you can cheat your way though it before you've even bought it, if you see what I mean....

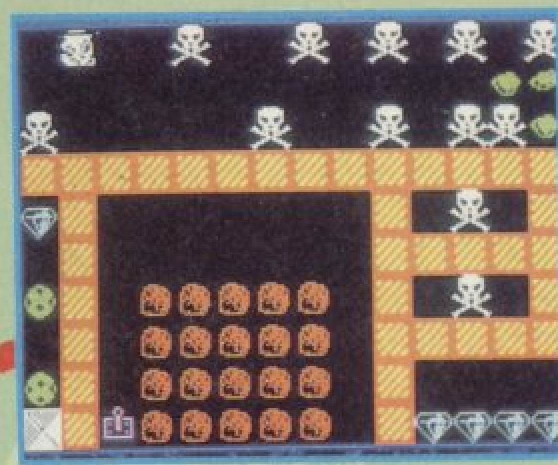
46083,x - x = lives (1 to 2550
47606,201 - no nasties on levels 1 - 29
47606,0 no nasties on level 30
47606,60 - treacle mode (whatever that is)

Apology accepted, Mr Rose.

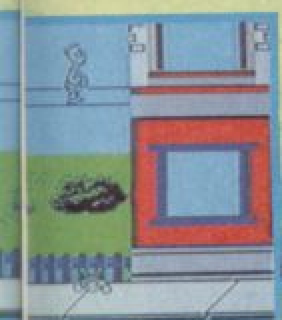
RAINBOW ISLANDS
Because you said such nice things about SU, Martin Moore, of Upton, I will print your excellent and easy to follow cheat for Rainbow Islands

```
10 REM
20 FOR F = 16384 TO 16453
30 READ A: POKE F,A: NEXT f
40 RANDOMIZE USR 16384
50 DATA 221, 33, 203, 92, 17
60 DATA 30, 15, 62, 225, 55
70 DATA 205, 86, 5, 48, 241
80 DATA 33, 149, 98, 54, 195
90 DATA 35, 54, 30, 35, 54
100 DATA 64, 49, 22, 224, 92, 201
110 DATA 33, 138, 11, 34, 145
120 DATA 130, 62, 201, 50, 187
130 DATA 128, 201, 33, 229, 130
140 DATA 22, 100, 1, 0, 1
150 DATA 89, 115, 35, 114, 33
160 DATA 62, 64, 237, 176, 195
170 DATA 161, 130, 62, 217, 50
180 DATA 59, 254, 195, 122, 163
```

Type this then type RUN and start the game tape and when it's loaded you will have infinite lives.



OF TIPS







avoid their death balls and let them get within firing range. These things are slow but do try to stay on the move.

When the flying grannies come within firing range, fire two rainbows just in case the flying granny fires at the same time you do.

The odd little men who fire things with white bits in them, (really descriptive here, Matthew, perhaps you should train to be a journalist?) are very tricky to destroy.

Fire a rainbow either directly at them, or under them, and then break the rainbow.

Island seven is easy. Just avoid the drips and do the same as above, then destroy the dragon and it's all plain sailing from now on.

I'm glad you think I'm helpful, Matthew. That's a very caring thing to say about another person.

THE SIMPSONS
Ben Summers lives in a beautiful part of the world - Ilfracombe in Devon. Come a sunny Sunday, and I often head down to this gorgeous place and try to get a tan. Bet you think it's boring there, though, Ben.

Right, Ben has sent in this tip for the Simpsons: On level one, when you blow the whistle outside the window of the old people's home, catch six of the eight coins and run out of the screen. Come back onto the screen and the old man at the window will throw eight more coins. Catch six of these and repeat the process of leaving and then re-entering the screen and you'll soon build up quite a lot of lives.

And also....from Andrew Jarvis of Alexandria in Dunbartonshire in Scotland, here's a very wee tipette for level one of Bart vs the space mutants: to beat Nelson at the end of this level, walk right up to him and just keep on firing.

MANCHESTER UNITED
Here are seven very useful tips for GBH's excellent footy re-release -

1) In the opposition's area get the ball and wiggle your joystick and you'll get a free penalty kick!

2) If you hit the player 2 fire button whilst a one-player match is being played, all opposition will stand frozen to the spot. Now you can dribble right around them and shoot as many goals as you want!

3) To do those illusive bicycle kicks just stand still and press fire twice. (Whatever way you are kicking the ball will follow.)

4) If you are bidding for a player, lay down 5,200,000 and you will always get your man!

5) If you find you can't outwit a star goalie, go to the by-line then dribble the ball in between the goalie and the posts. Then just kick the ball into the net!

6) Similar to number 5 (above) - If you are playing a slow running team, the easiest way to score is to run down the touchline and just walk up and down. Then walk behind the keeper and put the ball in the net - he won't be able to tackle you!

7) Another way to score is to walk along the line and, when you reach the corner of the box, turn and shoot diagonally. The ball will always end up in the corner of the net!

HACKING SQUAD

SPECMAN



No one knows more (well we don't think so anyway) about your Spectrum than Specman. If you've any probs just drop him a line.

Dear Specman, A few questions here.

1) Why aren't there any instructions for the disassembler you included on the Great 8 tape?

2) You did a key scan routine for the letter C in the July issue. You wrote your own routine. Why not use the system variable LAST K and get your key pressed from there?

20 3) In the last dying issue of CRASH there was an article on external ROMs. Isn't it possible to make an Amstrad use say an Amstrad ROM by placing it on the data bus?

Joel Sinclare, London.

Phew! Here we go. 1) That was my fault when I did the Great 8 tape, but Alan says he will print the instructions (eventually!).

2) The advantage of writing your own key scan routine is the Speccy's own built-in scan gets disabled when the interrupts are disabled with DI. At that point LAST K stops working. So writing your own routine you know it will work with the interrupts disabled.

3) External ROMs are used in lots of Speccy applications, microdrives, disk interfaces. The reason an Amstrad ROM isn't used or could be used is firstly it requires other specialist chips to run it. If a Super ROM was written that was Speccy compatible and could be used, I'm sure it would make a fortune. I have a programmable ROM inside my Spectrum that I load an operating system into to turn my Spec into what I want. But you can't buy 'em any more.

Dear Specman, I've found a way of making TasWord 2 print out on a +2A and want to pass it on to your readers.

Firstly load the program. Press symbol shift to access the menu and select option G. Keep pressing ENTER through the control code options then press Y on the printer/interface menus then enter CODE 1=0, CODE 2=0, CODE 3=0, CODE 4=57865, Carriage Return 13, Line Feed=0, Left Margin=8. Hey presto! All your text is printed out. If you get lost, look at pages 178/179 of the Speccy manual.

Lastly, a tip - Add this to the first line of your programs: POKE 23626,255. It'll stop anyone from listing your program once it's been run.

A. Owen, Crewe, Cheshire.

Dear Specman, I've tried and I've tried but I can't make my Speccy print on the bottom two lines of the screen. The lowest I can print is 21,0, but INPUT prints on the bottom two. Can I do this?

L. Needham, Manchester.

Indeed you can! Try this, but be warned - after you POKE this you must POKE it back otherwise an error will cause a big crash. Type this line of BASIC in -

POKE 23659,0: PRINT AT 22,0; "Here I am!": POKE 23659,2

You can also try -

POKE 23659,0: LOAD ""

- to protect your programs from BREAK but remember to POKE the address back to 2 before a CLS or RUNning your prog.

SPECMAN SPEAKS!

Hello there! I get loads of letters asking for certain tips or if I have any good ones to pass on to you, so I've got a load of my best Speccy solutions together for a Super Specman Tech-Tips Special!

1) BREAK KEY DISABLING -

Put this line in at the start of your program:

POKE 23613,0: POKE 23614,0

After a GOSUB or CLEAR, you'll have to redo this line again.

2) MERGE PROOFING -

Type this to stop people from merging in to your protected programs:

1 REM "some message"

Then,

POKE 23756,255: POKE 23755,255

You have made the line number greater than 9999 so it can't display it. Just type the rest of your program in, SAVE it to tape and then try to merge it in with MERGE "". Big crash!

3) PROGRAM NAME POSITIONING -

SAVE your program like this:

SAVE CHR$22 + CHR$ nn + CHR$ nn + "name" + CHR$ 6 LINE x.

KEY:

nn = no. between 0 and 20 - first nn is the no. of rows down, the second nn is the no. of columns across that you want your program name to start at.

x = line for program to start RUNning from

NOTE: Using this method of saving, the filename can only be up to 6 characters long.

This routine will make the Speccy print the program name where you want when loading.

4) BASIC saved as CODE -

To save a BASIC file as a CODE file, try the following:

10 FOR a=0 to 255: OUT 254,a: NEXT a: RUN 20 SAVE "filename" CODE 23296,5000: RUN

Then type GOTO 20 to save it and reload by LOAD "" CODE. Amazing, eh?!

Catch you all next month...



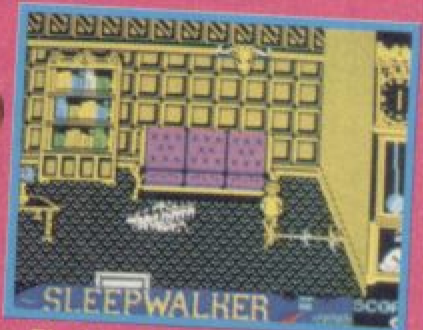
GAME: SLEEPWALKER
LABEL: ZEPPELIN
MEMORY: 48K/128K
TAPE £3.99



Garth

RPG? No not really. Fantasy? No not really. Good? Not really. Okay, so it's not bad but there's just too much aimless wandering for this game to get really exciting. You might like it, but me? Not really.

Old age people can be a bit of a pain can't they? I mean they're always jumping to the front of the bus queue with their special bus pass, leaving their teeth in your favourite mug and nattering on about the old days.



That looks like a comfy chair, thought Rory. I think I'll have a quick sit-down.



Rory searched desperately for his old Uncle.



Who let the cat out of the bag?

These examples may be bad enough but here's a new one for your delectation - sleepwalking! Yes, Uncle Silas has had a problem with somnambulism for some time now but recently things have got considerably worse. He's now often found wandering the streets of slumberville fast asleep!

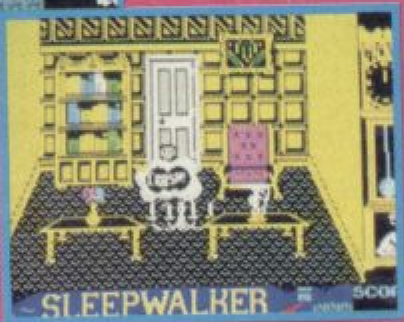
As if this isn't bad enough - he also owns a rather large house (wish I did) which is pricey to keep running in his current doddery state of being, what with all the damage he causes.

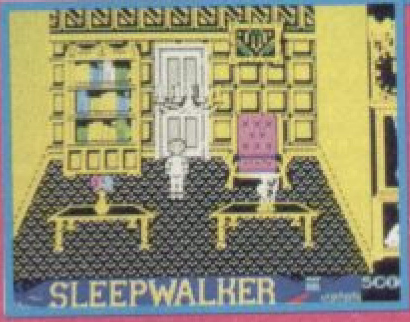
Poor Silas is getting a bit careless and the house has become an absolute deathtrap.

Under the circumstances it would be a good idea for unc to move out and let some poor unsuspecting mug buy it. But no, he's determined to stay put (typical).



I think I'll put the telly on, thought Rory. I like the James Whale Show.







To solve the problem, his kind and caring family have done the next best thing. They've sent along his young nephew Rory (sounds Scottish to me) to keep a watchful eye over the elderly miscreant. Now, whenever the old codger goes off for a wander Rory must guide him back to his bedroom quietly, without waking him up or smashing anything on the way. Which is not the easiest of things to do.

This has somewhat of an RPG feel to it although I wouldn't strictly say it was one (geriatric slumber simulator doesn't really sound right). The graphics are okay - clear and simple seems to have been the watchword and for a change the sound is good with plenty of effects including chandaliers dropping and the like.

The only really bad thing about Sleepwalker is that it's all a bit hit and miss. It can take you quite a while to find the doddering old fool and by the time you do he's nearly popped his cloggs. Sometimes you'll be in the room next to him and he'll be mysteriously teleported away somewhere else which, as you can imagine is a touch frustrating.

It would be unfair though to say that this ruins the game, it's still good stuff. It's not going to impress the hell out of anyone but it'll be appreciated for what it is - a decent game marred by a few playability errors, still worth a look.

scores

GRAPHICS	83
SOUND	72
PLAYABILITY	70
LASTABILITY	76
OVERALL	74%

Paul Anglin

At first this looked really bad but prolonged play reveals a pretty good game. However don't go thinking that even more play will reveal a brilliant game because it just doesn't work that way I'm afraid.

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SU/9/92

The Hobbit - Tested

In order to get a full appreciation of what the Hobbit can do we thought it would be a good idea to pass it on to everyone's favourite Speccy Techie - Specman. He tried to kill it by throwing it around (and it tried to kill him by giving him an electric shock) but they ended up best of friends...

SPECMAN SPEAKS: The package arrived from Big Al one bright and airy Wednesday morning with the note, "Have a look at this computer and see what you think". The computer was the Hobbit. The manual says it's 100% Spectrum 48K compatible (which I was a bit dubious





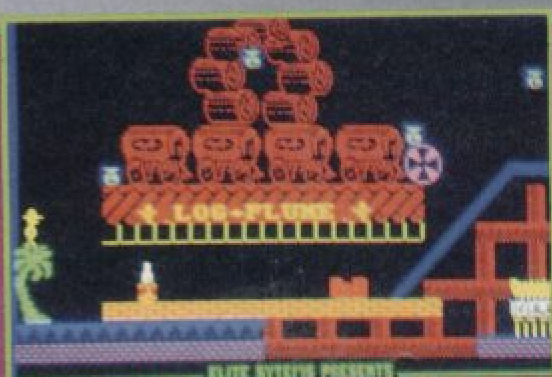
about) and it has loads of other things to tempt you with aswell. These include a built in CPM mode, Forth and Sinclair Speccy, and a whacking great disk drive which accepts standard PC format disks.

Being a bit sceptical I thought nah! Not possible, an improvement on the Speccy! And still eight bit? Al said play with it but if you want to find out what a computer does then you gotta take it apart, right?!

What amazed me was the sheer build of the machine, the CIS (or the former Soviet Union) didn't have an active computer market abroad and at one time a big lack of available technology (except to the military I believe) so the amount that's actually inside on the board is amazing.

There is a 64K ROM, some 64K of RAM, disk drive interface, RGB, full expansion port using the Euro Connector (bit like a SAM), joystick port, built-in TV modulator and built-in power pack. The whole thing looks amazingly solidly built, and by solid I mean solid!

UPON POWER-UP: You are greeted by a select menu of 1) FORTH, 2) CPM and 3) BASIC. There is also a DOS option when you connect up an approved drive. Maybe a fifth option of Assembler wouldn't have gone amiss? These are, however a no-fuss way of swapping between the different modes of the computer.



Time to load a game, I think. Let's see just how compatible it really is! There was one game in my collection that I was sure wouldn't load, but the Hobbit went ahead and loaded it! It certainly didn't disappoint - it ran them all, including the SU Covertapes. In a way it's a pity it's only 48K and not 128K compatible, there could have been even more possibilities from a gaming point of view.

It also accepted my assembler, monitor and SoftRom, so it really does score massively in the compatibility stakes (beat that, Mr. Coupe!).

I couldn't find one thing it wouldn't run. Despite it's 128 incompatibility even games which select whether you have a 48 or 128 and alter themselves accordingly performed perfectly yet effortlessly.

The CPM mode supports all of the standard and hi-level CPM requestors and requirements, and it's built-in!!!

A friend of mine who understands Forth checked out the Forth compiler that's also built-in. He then asked me how much it was for the Forth program on its own as he would be willing to pay a for-

own as he would be willing to pay a for-
tune for it, it was that good!

WHAT IT ALL ADDS UP TO: The Hobbit has Built-in modes coming out of its ears (or whatever the computer equivalent is), printer port, tape socket, disk drive port, TV modulator, power pack, joystick port, COMPLETE Speccy 48 compatibility, Forth, CPM, Logo, RGB socket, BASIC, massively expandible and it's under 100!

If the Hobbit had been released instead of the SAM over here it would have made a killing. This is what the Speccy should have evolved into. It fits the gap between the Spectrum and 16-bits perfectly. The SAM was an excellent attempt at a Super Speccy, but it is an indigenous design with software compatability problems, not an upgraded Spectrum like the Hobbit.

Overall this is a more of a techy computer, but it really is what people wanted and what they should have been given as a Speccy follow up. My only regret is that Big Al had to take the Hobbit back off me again! I don't have it any more and there is now a vacant gap under my TV that needs filling.



tell it to

IN A DIZZY

Dear Al, there are three things that I would like to ask you: 1) How do I use the pokes from hacking Squad ie: POKE 40364,0? 2) What is a multiface? What does it do? How can it be useful? 3) In an advert for Software City in the July edition of SU it says that Dizzy's Excellent Adventures contains Dizzy Down The Rapids, Kwik snax, Bubble Dizzy, Prince of the Yolk Folk, yet in a Codemasters advert for the same product, Spellbound Dizzy is in the pack instead of Bubble Dizzy. Please could you tell me which of these combinations is correct. I have already written to Software City but received no reply and I want to buy it from them 'cos its cheaper than anywhere else that I have seen.

Nick Young, Bristol.

Good old Software City. They've been doing Spectrum games mail order for yonks and they continue to be as reliable as ever. However they have indeed got this wrong. In the official Dizzy's Excellent Adventures, Spellbound Dizzy is indeed on the pack but Bubble Dizzy is not. Hurry up and get it, it's great.

To answer your first question a Multiface is a plug in back up and hacking tool for your Spectrum. It is normally used to save programs to tape, microdrive, +D etc. and comes in three forms - Multiface 1 for machines in 48K mode, Multiface 128 for machines in 128K mode and Multiface 3 for +3's. A multiface has a utility section which includes a POKE facility. You turn off your Speccy, plug in the Multiface, turn it on, get into poke mode and simply type in the POKE. Full instructions are included and these devices are available from Romantic Robot on (081) 200 8870.



DEATH WISH

Dear S.U, Oh deary me what a sad place the world is these days. Do you honestly mean to tell me that there are still people out there who would question the superiority of the wonderous Amiga? And what's more these sad individuals own the worst piece of kit on the planet. The Spectrum! Can't you all see that the Amiga has excellent graphics, superb sound and a decent keyboard. Whereas the only decent thing about the Speccy is..... no sorry I can't think of anything good about it at all. I wouldn't even use it to keep me afloat if I was drowning! So all you sad misinformed Speccy owners sort your lives out and buy a computer, not a Fisher Price learning aid.

Jon Wilmsloe, Gwynned, Wales

Are you totally deranged? Fancy writing to a Spectrum mag and praising the Amiga, surely it would be easier to firebomb your house yourself. If you own an Amiga and your tiny brain isn't interested in Speccies any more (unlike the esteemed Mr.Lycett of Northampton) then why are you reading a Spectrum only mag? Just goes to show that we really are the best, doesn't it. So sod off, sad man.

PLUS D - MISMANAGEMENT

Dear Al, here is something that should be of help to plus D users. Most users probably use the Plus D for games and business software and probably avoid the technical bits ie: checking for wasted disk space, backing up files etc. However, not checking for technical things like this can result in lost files and other such problems.

I have experienced a lot of problems with the Plus D which were very frustrating and took weeks to fix. In order to stop the same fate befalling other Plus D users all over the country I have decided to put my experience into writing.

Here are my hints and tips. (Before I start this is not meant to be an insult to the DATEL ELECTRONICS TECHNICAL DEPT.)

Saving a file with a line number is OK so long as the number is not lower than ten because if you move the file then it will become corrupted but the Plus D won't tell you. If you go to the last line of the file you would see another cursor in it. There are two answers to this, either 1) delete that line or if that doesn't work delete the entire program.

If you have a Plus D disk drive replaced/repaired check that it is a double sided disk drive by entering more than 780K's of memory. If there is an error report when you save a program and there is 0k free, then you have a single sided disk drive. The error message will read something like "no space left on disk". If your program saves successfully then you have a double sided disk drive.

UNLUCKY NUMBER

Dear Al, way waaay back in July of 1990 the genius and cult hero (not to mention ex SU editor) Jim Douglas printed a letter to the effect that SU had missed 97 when numbering the mags and 98 should have been 97. Jim's answer was that 97 is a thoroughly unlucky number and any magazine with a 97 on its cover is doomed. Well Crash had a 97 and one month later Crash's swansong issue rolled off the presses and now that once mighty mag is relegated to (with all due respect) one tiny corner of SU's cover. Who says editors make up replies for letters?

Secondly while rummaging trough my old issues of SU I found out that the Speccy isn't dying, it's recovering! This time last year nine Speccy games were reviewed in SU. In the last issue (July) eleven were reviewed. Ok so the two extra games were re - releases but it's a start and at least the number of original games hasn't gone down. Lastly why is YS running a save our Speccy campaign? Why don't you do a 'relaunch our speccy campaign'. Let me explain: Amstrad have stopped making the speccy because of low sales which is in turn due to the limited capabilities of the machine compared to the sixteen bits. So why not start a letter writing campaign to Amstrad suggesting that they relaunch the Speccy with more colours better memory and a proper disk drive. I recently wrote to Amstrad about this and they wrote back thanking me for my comments and saying that my letter had gone on file. Ok so that isn't much but if one person can manage that think what 50,000 could do.

Mark Marvin, West Yorkshire.

Well, Jim's wise avoidance of the number 97 has paid off for the lucky young blighter 'cos he's now editor of the world's first official Nintendo mag, which is going to benefit greatly from the great guru's superior wit, knowledge and expertise on the parallel bars. And he's not going to do a number 97 of that either.

Lots of people are still producing budget titles for the Spectrum which is great news and all your fave games should be coming out for Christmas. However much as I'd like to see the Speccy re-launched I'm afraid that Amstrad just will not do it. They've launched their own home computers and consoles but have deleted these from their catalogs as well as the Spectrum and I don't think that decision will be reversed. Upgrading the Spectrum would



Hints for plus D users with an Epson printer attached to their plus D:
If you have TasWord 2 then go on to the main menu and type 'G' to get on to 'alter printer graphics'. Press enter and when the question 'alter interface codes?' appears press enter until the question 'Line Feed 10?' appears. Type '0' here if your printer is set up to do autoline feed.
When you try to print one more question will appear concerning line spacing. The question will ask you if you want line spacing with a space between each line of text.
If you are planning to purchase a printer with a view to printing full size screen dumps then find one with a UK character setting in it. Otherwise you cannot print full size screen dumps. Datel Electronics failed to mention this in their manual.
I forgot to include my address, Planet Earth

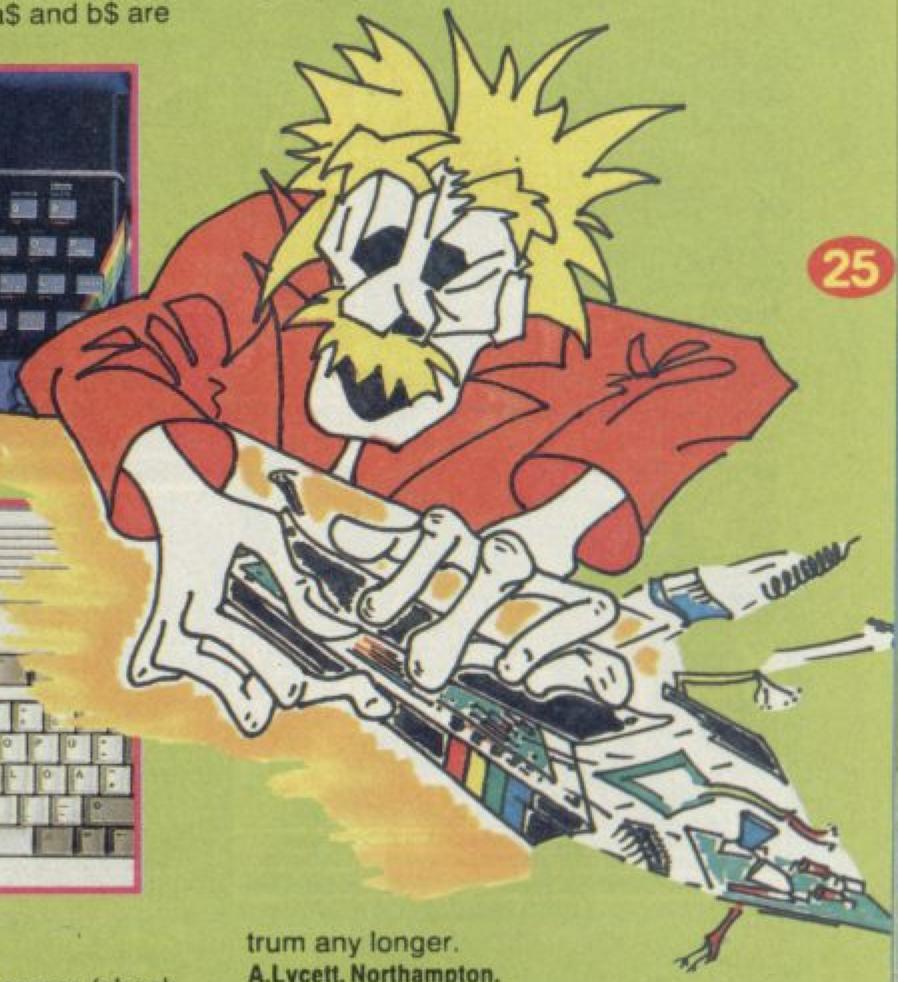
A SCOOP ON INFORMATION TECHNOLOGY?

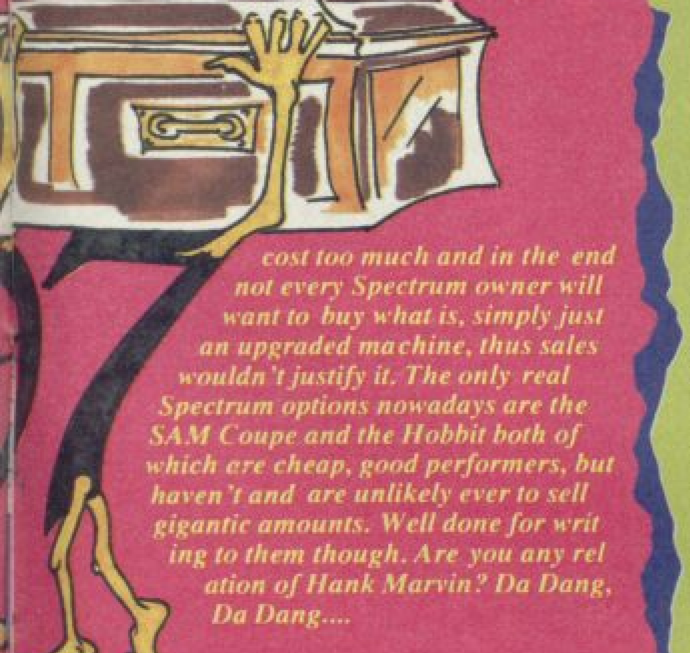
If you have a printer why not use it for letters and bar graphs and the like. No doubt some of your parents or brothers may have techno - fear, a fear of using something like a printer for fear of damaging it. Fear not, using a printer is just like using a typewriter! Using a printer for letters graphs etc. makes things a whole lot easier because it prints them a lot faster than anyone can type and with some printers you have a font, so you can select the way the writing looks.
For those of you with\without a printer and who have a word processor - a program that allows you to construct documents such as letters, memos etc. there is a great benefit. If you print a letter and seal it, then suddenly think, did I use the right post code? Fear not, you can load the letter back up off your WP using +D or +3 disk and check you've got the post code right. Saving a letter on disk is also useful in case you need to refer to an old letter, saving on paperwork filing and the like. You can also simply call up letter and make changes to it if you want to send it out to someone else.
Databases are especially useful for constructing lists, ie. if you have a large video or record collection or if you have a large mailing list of friends whom you have to send Christmas cards to, phone numbers, addresses can be stored and called up instantaneously.
If you have a printer and a database you can print a list of all your records. I have a word processor called TASWORD 2 available from Tasman Software and my database is from a company called Robtek. I would recommend them highly for home use or even small businesses.
If you find that you are loading the wrong files on to the wrong programs on your Plus D or you simply want to organize your Plus D then try this tip. When saving a word processor file find a $ value that has not been used eg: if a$ and b$ are used then used then use c$ now type before the save line:
LET c$="W/", then at the save line:
SAVE D*;c$+a$,c$ being a value not used. Now why not do this before the load line:
CAT 1; "W/*"! then at the load line:
LOAD D1;c$+a$ this will load word processor programs only if you have a database you could use "D/", for an art program "A/", etc.
Now with that sorted out why not organize your disks with labels like those provided with 3M disks. For example; blue for business, yellow for text and data files. I say text and data files because you are storing word processor database etc files on one disk.
Now for my final bit of advice: If you don't fancy buying disks in a ten pack you can always buy an interesting PC mag with a disk on the front and format it.
Matthew Carson,Burscough.

Thanks guys, for all the advivce on the +D, printers and wp/database packages for the Spectrum. If anyone would like more advice or would like to share their knowledge with other readers, then write to me or Specman and we'll print your letters and requests and try to help.









cost too much and in the end not every Spectrum owner will want to buy what is, simply just an upgraded machine, thus sales wouldn't justify it. The only real Spectrum options nowadays are the SAM Coupe and the Hobbit both of which are cheap, good performers, but haven't and are unlikely ever to sell gigantic amounts. Well done for writing to them though. Are you any relation of Hank Marvin? Da Dang, Da Dang....

HEY AMIGO

Dear Al, I am an Amiga owner (shock horror) and I am very proud of my machine. However I am still loyal to my eight year old speccy 48k which is better in many respects. Graphics and sound aren't everything, I should know. So my point is - stop slagging off Amiga owners many of whom are your allies.
My problem is this - recently my spectrum keyboard membrane broke for the third time. I am sick of sending the computer off to be repaired. Am I right in believing that upgrading a Spectrum to a + will cure this problem? You used to advertise such upgrades years ago. Does anyone still sell them? if so who? and how much? This information will be much appreciated as I can't bear to be parted from my spectrum any longer.
A.Lycett, Northampton.

Unfortunately, A. Lycett, you are in the minority. Most Amiga owners seem to think they are god almighty - read Jon Wimsloe's letter. They are so happy with their new toy that they think anyone who has a Speccy is a bit Spaccy. Sure, the Amiga is sixteen bit, with super graphics and sound, but as you say that's not everything - the Spectrum has character and it's good to hear that not all Amiga owners are complete idiots. (Yeah, who said I was an Amigaphobe?) Anyway to answer your question, yes it would help considerably if you upgraded your 48K to a '+' specification. This can be done at home or by a shop. I haven't seen these upgrade outer packages advertised for a long time either so my best suggestion is to phone Omnidale Supplies (0332) 291219 or Bentleys (0782) 810485. Either may be able to help.

ALTERNATIVE SOFTWARE £3.99
OUT SEPTEMBER 92
POPEYE 3

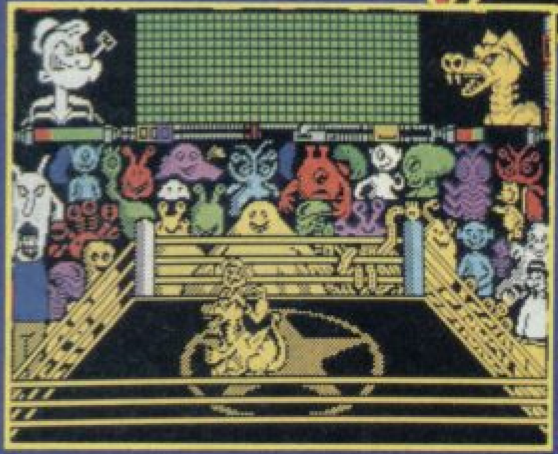


▲ I do wish Nora the Needlework Lady wouldn't leave her equipment lying around.

As we reported last issue, there's a new Popeye game on the very near horizon, from those talented Sheffield peeps Alternative (and their even more talented and wacky programmers Bizzarre). Here at SU Towers, we're all big Popeye fans, and so we're getting very excited about the whole thing.

26

We immediately picked up the phone to book an appointment with him, but then we suddenly remembered that he's only a cartoon character so our chances of actually meeting him were seriously slim. Of course, this doesn't stop some people from PRETENDING they've met him, but here at SU we don't like to pull the wool over our readers' eyes, so we got hold of a working demo of the game and now, before your very eyes Marc Richards tells the story...

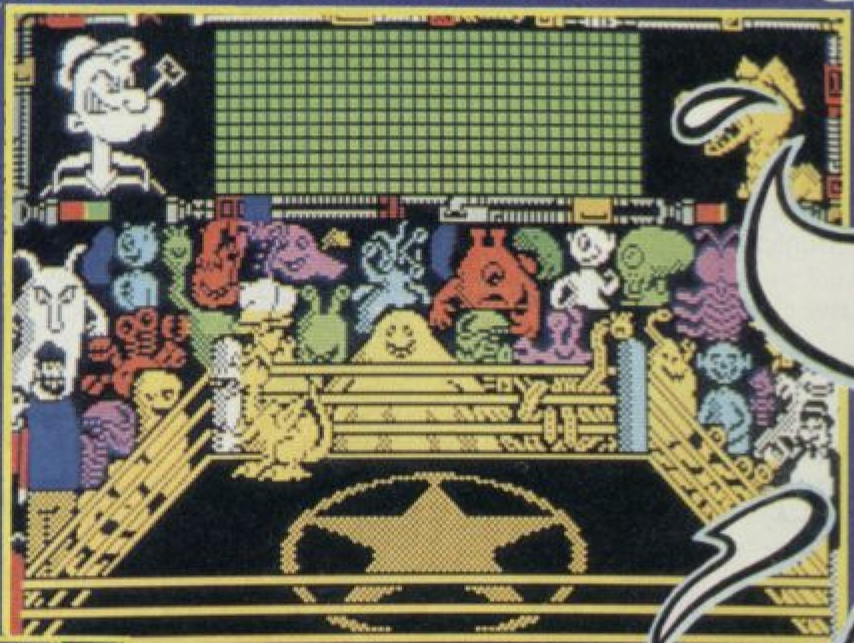


▲ To earn a bit of extra cash, Dragon-Features gave people rides during the interval.

Poor old Popeye. He really does get into some tight situations, doesn't he? Not least of which is his current dilemma. Y'see, as we told you last month, the Klaggs are about. These Klaggs are a race of aliens, who happen to have a bit of an inferiority complex. As it happens, they want to prove to the universe that they're well 'ard tough nuts, and that they are the most powerful race in the galaxy. They intend to do this by taking over all the planets, one by one, starting with the weakest and working their way up.

To do this, one inhabitant from every planet is to be elected to represent their race in an intergalactic wrestling tournament against members of other galaxies. And guess who's chosen to fight for us on Earth? That's right - everybody's fave sailorman, Popeye!

You control Popsy through the fighting, face the dastardly aliens one at a time, only progressing to the next if you manage to beat the one you're currently battling. The matches take place on intergalactic wrestling rings. The ring that our slice of the universe will compete on is located on the moon. (This tournament must've taken a fair amount of organizing!)



▲ Popeye decides to squash his fire-breathing foe by jumping on his head. That's what I call the direct approach!

Popeye is capable of a whole array of different fighting moves, from grappling to headlocks to leaping off the corner ropes (like Tag Team). Each alien is also capable of his, her or its (as the case may be) own special move, which may well come in handy. On the SU demo version, Popeye is up against the evil dragon-like Vantarg from the planet Giggocco (a popular holiday resort, I believe), who is feared by all for his vice-like grip! (Oo-er, ınummy.)

Both participants have energy bars which deplete as more damage is inflicted. Once it has completely run out, the player falls to the canvas ready for his opponent to pin him (her or it) to the floor. Keep the player pinned for a count of three, and you've won, and it's on to the next mutated, hideous smelling creature.

Oh, and you have to beat five aliens to win the contest and prove that Earth isn't just a big pansy-filled ball that's going to take orders from a load of Klaggs with attitude problems.



POPEYE PIPS

Some say that Brutus isn't called Brutus, he's called Bluto. Well, let SU put it straight once and for all. He's only known as Bluto in America - in the rest of the world he's Brutus.

When the Popeye cartoons first started in 1933, Popeye and Brutus were real mates. It wasn't until the pin-shaped Olive Oyl came along that they started beating each other up (presumably over her, though I can't imagine why).

Spinach tastes like vomit.





One particularly nice touch in Popeye 3 are the power-ups. When your energy is low, one of your friends standing around the ring - Olive Oyl, Wimpy and Brutus - will throw in a can of spinach or a hamburger. Get to these and your energy or strength will be boosted up by a rather worthwhile amount. Of course, the aliens won't let Popeye get away with such cheating and so they throw in goodies for their fighters too.

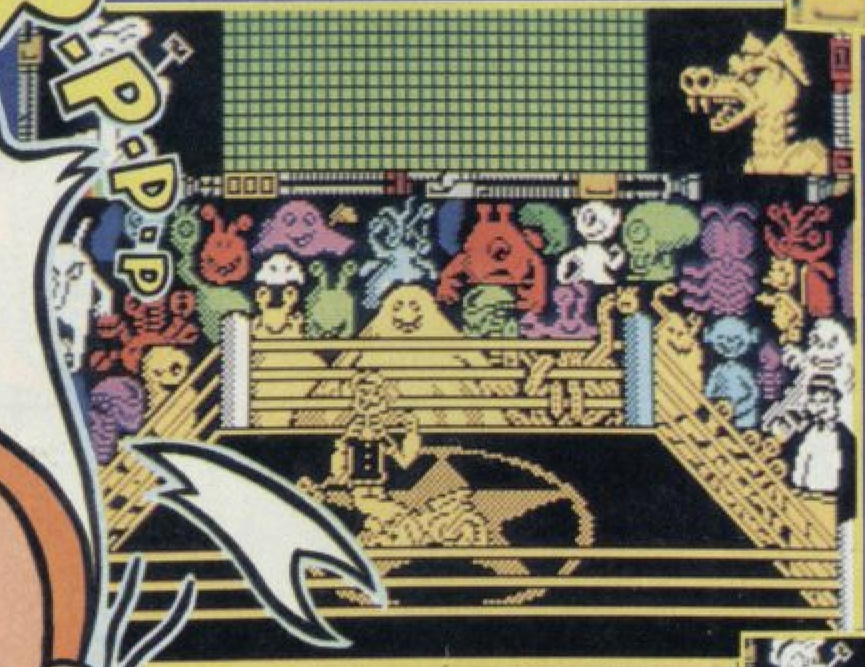
From what I've seen of Popeye 3, I like it! At this present moment in time I can't help but compare it to this month's Tag Team Wrestling. But I will tell you this! Popeye 3 looks well on the way to making mince meat (or mashed spinach) out of certain other wrestling games on the Spectrum. The graphics are better, there's more sound, there are brilliant power-ups, plus some other clever touches. For instance there's a neat graphical touch when Popeye is on the verge of unconsciousness - stars pop out of his eyes and start to whirl around his head just like in the cartoons!



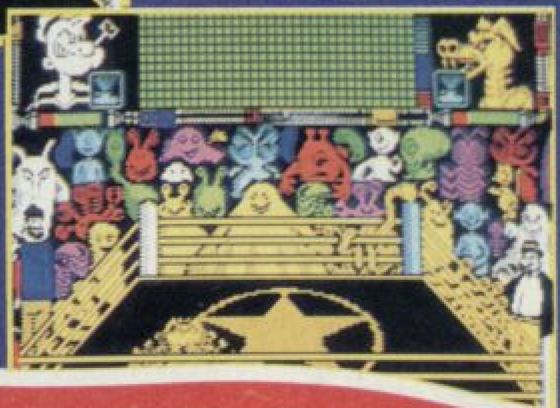


▲ *Here are the two opponents - our man Popeye and the Giggoccan reptile Vantarg*

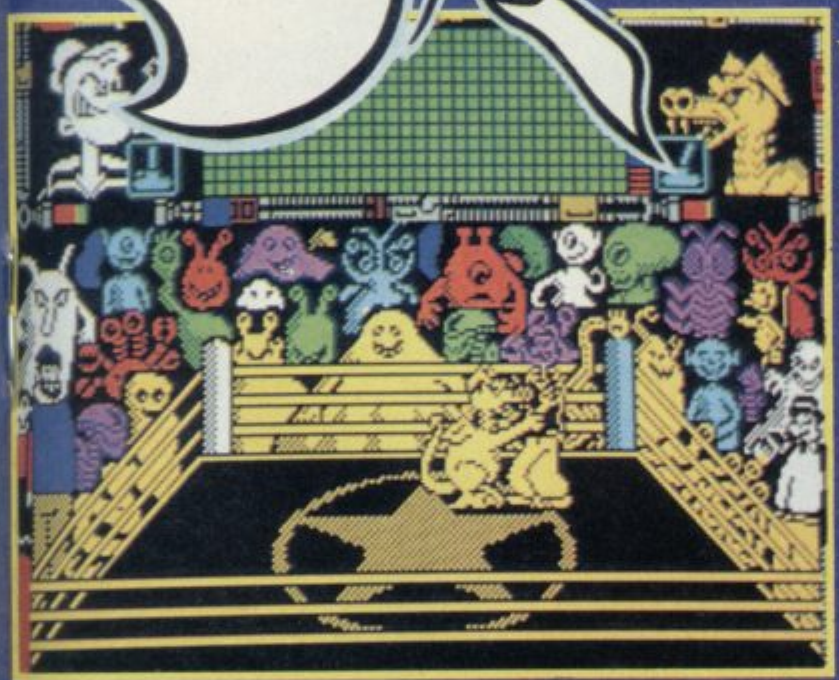
Look out for a full review of the complete game Popeye 3 in the next issue of SU. It'll be a cracker! (And the game won't be bad either!)



▲ *Well I never. I always thought better of Popsy. Kicking a poor, defenseless dragon when it's down. I dunno - I'm disillusioned!*



Popeye and Vantarg fuse together to form a massive great blob. ►



▲ *Isn't that lovely?! The two fighters have an affectionate cuddle after the match is over to show there's no hard feelings.*

THE 'PUTER POPEYE

Popeye has already appeared in two Speccy computer adventures - Popeye and Popeye 2 (surprise, surprise!), which were both completely different from this new beat 'em up release. They were simple platformers, with Popeye traipsing up and down ladders from level to level, helping out his friends and avoiding his enemies...

POPEYE (1) · DK Tronics

The original and (so far) best Popeye game. This beauty came out at the end of 1985 and was a great, colourful platformer. The graphics even beat the sequel, and it was one of the best Spectrum releases of the game genre of the time.

POPEYE 2 · Alternative Software

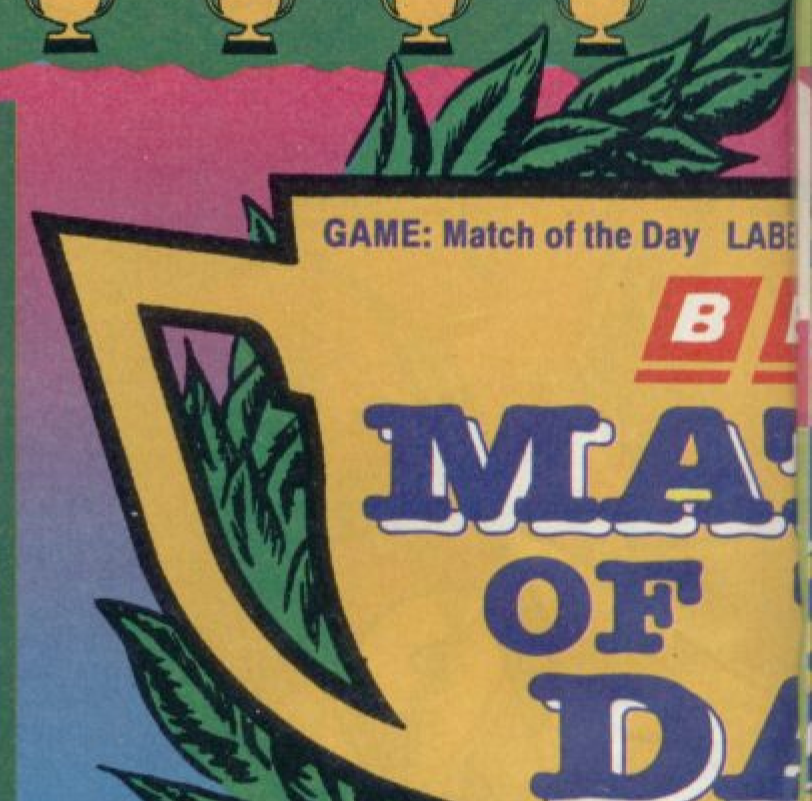
Released in 1991 and earning only an average 73% Popeye 2 had lovely big sprites but not a lot of colour. The control method was a bit dodgy and while it attempted to add a beat-'em up element to the game, it didn't quite come off too well. As Steve Keen rightly concluded at the time; not bad, but not great either.

THINK ABOUT IT

As with most management sims, strategy is a very important part of play. It's all very well giving your team every kind of training under the sun and sending scouts out to search for top league performers but if it's all done in the wrong order the plan can backfire horribly. For example, you can send a scout off to look at new players to place in your team - that's what he's there for after all. But this must be done immediately as leaving it too late means he won't be able to find the right player in time for an important match.



The boy scout tells you your chances. Are you sure you want to know?



"Football is not a matter of life and death, it's more important than that!" - Recognise that most famous of footy quotes? Well anyway, whether you're an aspiring Bill Shankly or not you can now strut your stuff against the best managers in the game to see just how much you know about running a club. Will you rise all the way to cup glory? Or will you become the holder of the spaccer central trophy?

Match Of The Day is not a football sim (honest) it's a management sim. Which suits me just fine 'cos I think they're much more fun (oh god, some one who likes football management sims at last! - Big Al). You are given control of a sad team languishing in division four (my real life fave's Barnet) with the job of transforming them into something really special.

As manager there are a number of different methods of doing this: Train your lads to a high pitch of readiness, buy new players (or cosh 'em over the head and kidnap them... not!), sell duff ones for cash or, if all else fails, just sit back in your leather reclining chair with your sheepskin coat on and hope. A lot.

The last option is attractive but doesn't really work. Also you can't buy players if you don't have any cash so you need to keep a close eye on your team's expenses. The only way to make money is to keep up your gate receipts, and the only way to do that is to put on a good performance. It's a proverbial vicious circle.

When you think the squad is sufficiently trained and the dream squad is finally ready (or as close to it as possible) for the big game, you can select your finest team members and send them out onto the pitch to do battle.

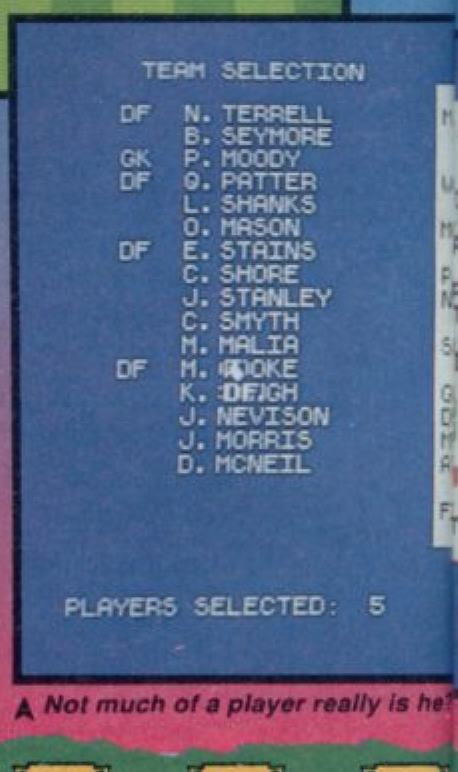
Jim Rosenthal and Desmond Lynam present the game highlights to you, as you watch and cringe over your team's shortcomings with no direct control over them at all. After the game you're given the rest of the day's results and shown just where they leave you in the league placings. Now it's time to give your useless squaddies the abuse they deserve for the day's performance and it's back to business, training for the next match, scrounging players, listening to boring scouts (who actually look like boy scouts) and so on. It's all go as a footie manager isn't it?

The graphics used in the management part of the game are colourful but simple but then they don't need to be anything



The players need more training


Ohh! - And the keeper didn't get within a mile of it.



Not much of a player really is he?



Alan

I don't particularly love football games, especially not management ones. They're too complicated, take a long time to play and aren't very rewarding. However match of the day is quite smart. It's simple, enjoyable and challenging and kept me at my Speccy for a lot longer than any other game of its genre.



Jim and Des are ready, are you?

...L: Impulze MEMORY: 48K/128K

...TCH THE ...AY

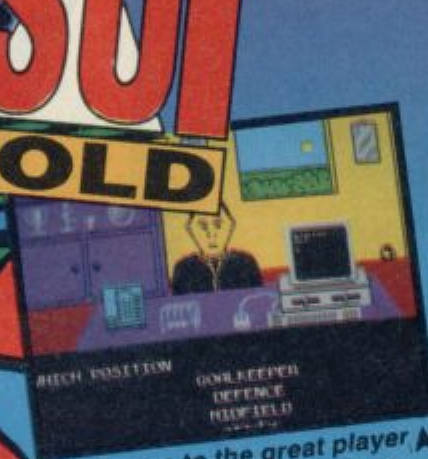
...9 DISK: £15.99

ISUI GOLD

FOOTY FACT !

Liverpool FC are arguably the most consistently successful club in British footballing history with eighteen league titles, five FA cups, four European cups, two UEFA cups and one league and cup double. And if anyone wants to argue about it come and see me.





Welcome to the great player shopathon.

Scores

GRAPHICS	86
SOUND	68
PLAYABILITY	89
LASTABILITY	87
OVERALL	90%

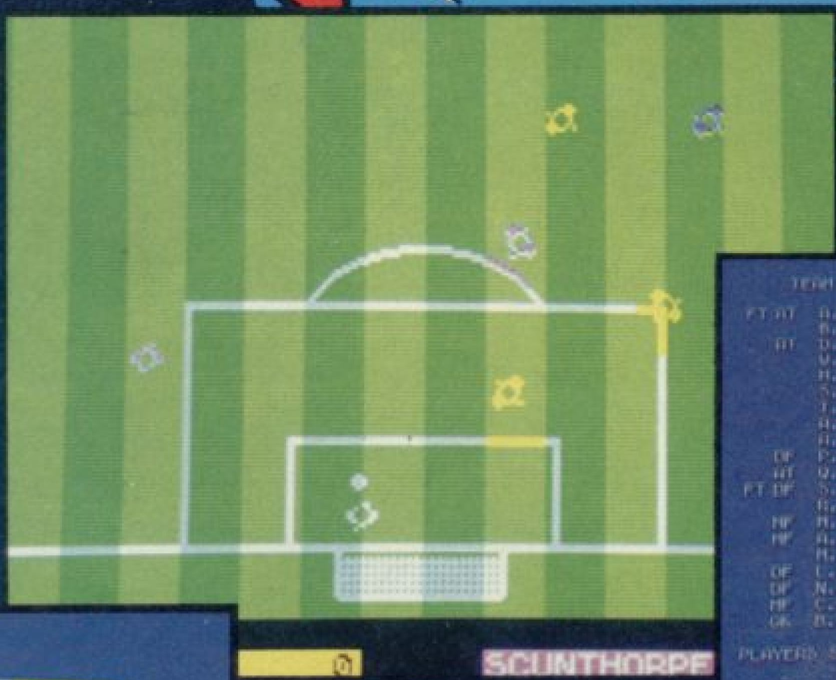
Paul Anglin

I adore management sims and this is a very good one. It's very user friendly icon wise, and one of the most challenging and rewarding sims I've ever played. Jimmy and Des look great too. Ohh! What a bonus!

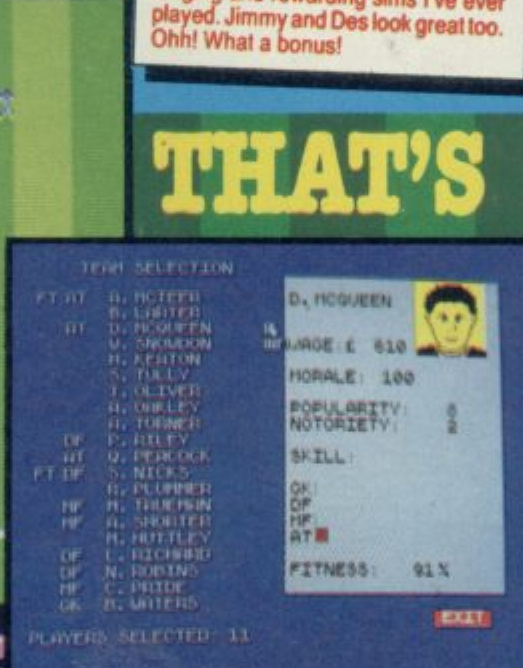
The different icons can take a few minutes to learn (mind you, reading the instructions would probably help) but once you have it's all very straightforward - and incredibly challenging

There's a real compulsion to try and get to the next division and although it'll take you a long time to do so it's very rewarding when you do.

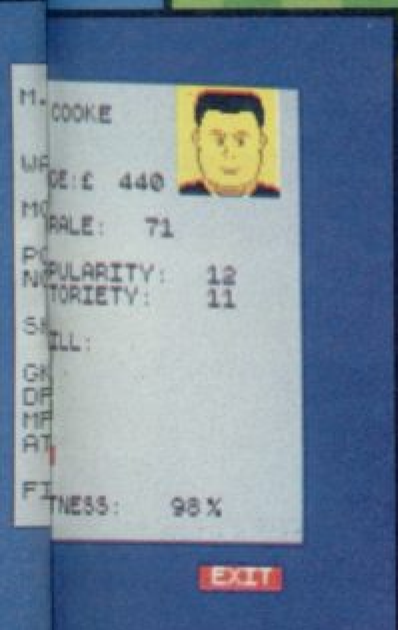
Match Of The Day is a top management sim that even the great Scot himself would have been proud of. It makes a welcome change from the cheap and cheerful budget sims which have flooded the market for so long.



Well claimed by the keeper.



Doesn't look much like Steve Mc Manaman to me.



...he? Sell him.

else. It's in the match highlights section where graphics really come into play. You're given a downward vertical view of the proceedings in true Kick Off style, and although the sprites are not exactly spectacular they do the job very well. Sound is really a bit of a non event but then it usually is in footy sims.

Playability, always an important factor in any game is perhaps even more relevant in management sims where shoddy or difficult features quickly lead to boredom.

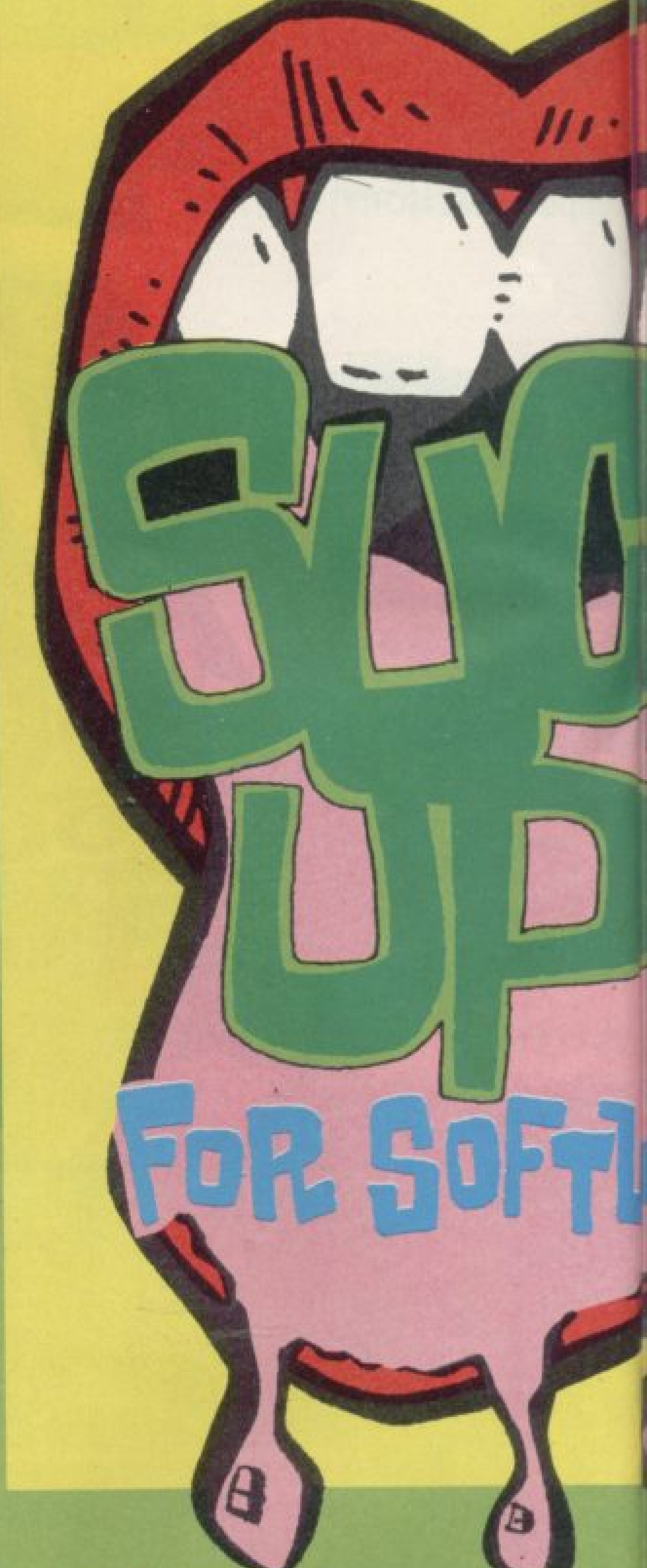


THAT'S THE WAY

After some extensive play I made it all the way to the top of division two! So I thought I might share my incredible foresight and wisdom with you. The first thing you should do is buy a super scout, a top trainer and a fanatical physio. To do this just go to the transfer icon on the main menu.

Once you actually start it is important to get everything in the right sequence - first get your scout to view the other team, then select your team members and make sure everyone is playing in their allotted positions (if not you'll sometimes find goalies playing at centre forward!). Then train everyone and make sure they're fit. Now re-check your selection and start playing the game.

When training try to get all your positions equally trained, until later stages when you may have to train some players more to exploit or defend against opposition strengths and weaknesses.



OOPS!

Dear Al, a few months ago the family invested in an Amiga. When me and my brother were playing it.....Vazoom the Amiga exploded. So we had to pay back mum and dad with the next century's pocket money. This means I cannot get F 16 combat pilot starring my favourite plane. Suddenly I had a brainwave - write to Suck Up. I saved up lost 1ps for a stamp and simply sent this letter to the greatest Spectrum mag in the universe. So pleeeeeeease send me F16 combat pilot or I'll whisper "YS" and "CRASH" to all Amigas.

Matt Wainwright, Suffolk.

- *What is it with Amigas this month? Well you are in a bit of a spot aren't you? But I don't see that you have a problem. After all, you managed to save up for this stamp so just keep going and you'll be okay in a year or two. And as for your parents don't worry about them, they shouldn't have bought the Amiga in the first place. Tch typical eh?*



SWOPSHOP

I have recently brought F 16 combat pilot for my Speccy and my brother (being the five year old that he is) stole it from my bedroom and swopped it at school with one of his mates for Dizzy Down The Rapids. So could you please send me F 16 as I have no joy with old egg head.

Michael Clements, Bucks.

- *I've said all I'm going to on brothers so I'll say no more - other than this, if your brother is so interested in swopping things do a deal with his mate, swop your brother for your copy of F 16. That way you get your game, some peace and quiet without bruv, his mate gets a slave and he gets nothing! Hurrah even Monty Hall couldn't make you a better deal.*



EEK AND YE SHALL FIND

You must help me to find some decent software (or even better send me some) because I have a friend coming round my house in about a month and my brothers mate has borrowed (stolen) my best games and now I have only crappy games left. I need a good game like Rainbow Islands or Lemmings so that I can show him that Speccys and SU are the best team ever. I have been getting SU every two or three months (whenever I can afford it) but now I intend on getting it every month. So please help me out.

Andrew McLean, Cambs.



- *What is it with brothers lately? They seem to cause more problems than alien scum and vicious drug lords put together. I think software companies have got the wrong villains, maybe they should produce Super Psychotic Brother Assassin Of Doom, sounds as though there's a market for it. In the meantime I'll send you a copy of Rainbow Islands for no other reason than yours just happens to be the third letter I've read and three is my lucky number today.*

CAN YOU JIG IT?

Dear Al, Oh you incredibly nice and kind person I have a terribly jigged up Ghetto blaster okay, and a very naughty (jigged up) little brother (about five years old). My dad was going to fix the ghetto blaster when he come home from work but my five year old

ALIENS IN THE HIGHLANDS

Dear Al, I'm writing to tell you about the kidnaping of my family by slimy aliens. They said that if I did not send them the latest software, I would not see them again! Now this isn't a bog standard "please send me software so that I can save my family" suck up. Since Space Crusade is my favourite game I donned my Commander Power Armour and rounded up a posse of Space Marines to do some serious alien butt kickin'. So I rescued my family and destroyed the alien. Still as you are not very friendly with aliens yourself, I thought that my actions might deserving a reward than those who give in to aliens and kidnapers. A copy of 3D Construction Kit would be nice.

Graham Waugh, Scotland.



- *"This isn't the bog standard please send me some software so that I can save my family suck up." Yes it is you lying get. Okay now look here sonny Jock, do you really expect me to believe that you and three other caber tossing terries went out to fight the alien scum? No, no I should be fair to the Scots, after all you did manage to win one battle in the last milenium (the famous Bannackburn). You've also managed to produce some of the best comedy of the last decade which is surely what your suck up is. You're still not getting any software though!*



A COSTLY LEAK

Please could you send me Pipemania on the SAM coupe. Just the other day my long lost brother D. Saster came home. Now he didn't know about our faulty loo and when he got a call from mother nature, chaos broke out (I'll bet - Paul). Pipes burst all over the house and flooded all over the carpet. Eventually we managed to shut the water off but the carpets were a state. So instead of sending for a plumber to fix the pipes we had to buy new carpets. Now we are broke and can't afford a plumber so we will have to do the repair job ourselves. As none of us know how to fix pipes and we can't afford to buy a DIY manual we desperately need Pipemania.
John Teare, Isle of Man.

- *Dear John (I've always wanted to write a dear John letter - Paul) This situation sounds really terrible. May I ask where your brother is now? He sounds like a bit of a manic minor alright. This Is a very good and imaginative suck up but due to the recession etc. I'm a bit worried that if I send you Pipemania I might start getting nasty phone calls from the Isle Of Man Plumbers Guild. Things are tough all over especially in the bendy pipe business. Mind you all is not lost. Simply turn the water mains back on let your hose fill up with water and hire it out as a giant swimming pool. You can't lose!*

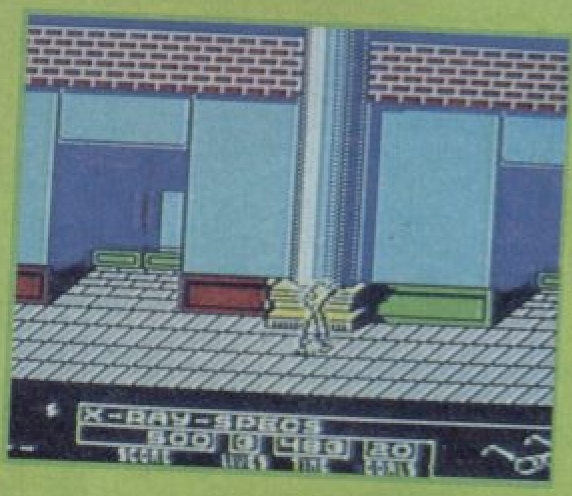


brother (James) went upstairs in our absence, went through my computer games and took out my fave. Turrican 2. He went back down to the living room where the ghetto blaster was and, yes you've guessed correctly he put in the tape player and pressed rewind. Dad did eventually come in and saw the tape in the machine. It was all crinkled up and ripped, so, to put it plainly I need another copy of Turrican 2 to replace the broken one.



Ritchie Wood, Clackmanninshire, Scotland

- *More family problems. I think I'll go into hiding for a while. Well, little brothers can be a nuisance can't they? But what about dads? It sounds to me as though your dad could be telling you a little white lie to get out of buying you a new game. Isn't it suspicious that it was he who found the cassette in the machine. I'll bet he forgot that it had to be repaired and tried to load Turrican 2 himself. When it got crimped he naturally blamed your little brother. Tell him to buy you the game the stingy get.*



TRUANT AND UNHAPPY?

Dear SU, after four months my speccy 128+2A had to be repaired. However my parents refuse to pay for any games as they paid for the repair. Also I'm totally skint having spent my last penny on birthday presents for my sister and mum (and I didn't have many pennies anyway.) To make matters worse I have now caught a throat infection and have been told I have to stay off school for a fortnight. A copy of the Simpsons or Turtles:the coin-op would help me to pass the time.
Alan McDonald
Kimberland, Scotland

- *Do you honestly expect me to believe that you a Scotsman are short of money because you spent it on someone else? I'm amazed that you forked out 24p for this stamp. You must be a slightly mad Scotsman as well, fancy being cheesed off at two weeks off school! Well as you're going to be doing nothing for a fortnight maybe you should get some software. Not! Try getting on with your homework instead you spawny get. Oh yeah what did the scotsman say when a fly landed in his coke? "Spit it out."*

SPRING CLEAN.

My name is Michael Leach, I have two brothers Daniel and Anthony and we're all mad on my 48k Speccy. We just love WWF Wrestlemania. But my mum was having a clean out and threw my one and only copy in the bin so please could you help me.
Michael Leach, Cheltenham.

- *Mrs. Leach. If you're reading this, do you realise the anguish you've caused your three sons. Have you noticed that they're not eating their porridge in the mornings anymore. Have you noticed that they've lost all interest in both their schoolwork and the television and they just sit around with sad looks on their faces, occasionally glancing in the direction of an old WWF magazine with tears in their eyes. This is because you threw their pride and joy in the bin. I suggest you get them another copy. Sorry guys.*



Greetings, don't you just love the sensations of summer? The smell of a newly mown lawn (as long as you haven't done the mowing), the chatter of the birds in the trees, the blue skies and the warm sun, early Beach boys music filling the room (coupled with an almost irresistible urge to surf), the dulcet tones of someone shrieking; "that was never LBW you mindless, blind *!@.*#". But best of all is the annual sorceresses convention where we lop the heads off cuddly toys and make strange concoctions in long glasses. But there's more to life than cricket and casting spells...

Yes even the football season has started again! A five minute breather from that err... European effort (effort is a wasted word here), and then it's pools time again as we trot into another season of boot and hope. Well thank the lord for the world of adventures.

And what is occurring in that world at this moment? New games of course, more birthday celebrations and ooh, what's this?... Adventure fanzine gives away free games? More about that soon.

But first some releases. We start with the ever reliable Zenobi Software, without whom the world of Spectrum adventuring would surely cease to exist, or certainly cease to be so exciting. The game in question is Jester's Jaunt (no relation to Jester Sang At Twilight), and you play the role of a court jester. Along with your six brothers, you are employed in a palace in the service of a wonderful princess who is naturally married to a wonderful prince. Or at least she is until her nasty step mother arrives on the scene, kidnaps the prince and imprisons him in her equally nasty castle.

It's your job to get him back and you must be prepared for a lot of magic in this PAWed, no graphics and no maze (hurrah!) game. In it you roam all over the land, around the palace grounds and in the woods beyond, over a grassy plain and in the nearby village, and you will meet many different characters and creatures. Some nasty, some nice.

As if that were not enough, there is also a competition the prize for which is a hand knitted jester doll made by the authoress of the program (June Rowe) and her daughter. Lovingly made, just like the game. To enter the competition you have to answer ten questions. All correct entries will be placed in a box and Mr Zenobi Software himself (alias John Wilson) will draw the winner.

The answers to the questions can be found in the game, and the game can be found for £2.49 on tape or £3.49 on a Plus 3 disk from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire 0L12 7NX.

From a new game to an old one, and if you've never played the naughty but nice Robin Of Sherlock, now is your chance. The game is available from GI Games priced at £1.99 (cheques payable to Sandven Ltd.), and they are to be found at 11 West Mayfield, Edinburgh, EH9 1TF. Naughty but nice? Oh, yes this is not a very traditional Robin Hood, take my word for it! Did the original Robin of Loxley have a helper named Little Red Rambohood? What have bearded, cigar smoking nuns got to do with it all? Why should Dorothy, somewhere on the yellow brick road, knee Robin in a very uncomfortable place when he tries to be friendly (Schwing).

I wrote about birthdays earlier and just as the Fanzine 'Adventure Probe' has recently been celebrating a zillion years of existence, the much younger 'Adventure Coder' has also been celebrating... not a zillion years, but two years, which is healthy enough if you ask me. The magazine is looking good too (especially the feature I mentioned a while ago, the epic course in writing an adventure utility for your Spectrum).

'Adventure Coder' is also looking very good on another front as well, as it is the first (OK hordes of you can write in and tell me that I'm wrong but I'll have you stabbed with a hot iron in several places) adventure fanzine to give away a free game! I know we do it, but I've never known an adventure fanzine to do it before. So not only do you get a collection of hints and tips for writing your own adventure games you also get the chance to play one as well. Each issue of the magazine costs £1.25 from Chris Hester at 3 West lane, Basildon, Near Shipley, West Yorkshire BD17 5HD. Anyway, bye for now minions, and on with the show.



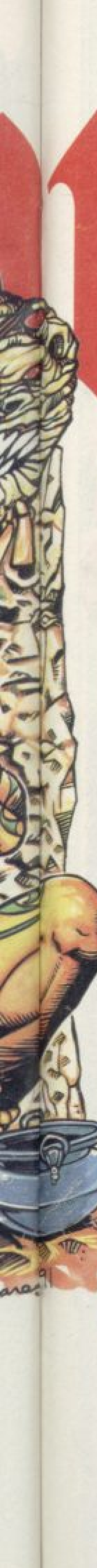
Getting you Started

THE HERMITAGE

(From where we left off at the start of part two):

Read paper (instructions to end game), s, e, e, (wolves about), e, s, w (rescued by a stranger), s, s, e, e, e, e, e, say to Geoffrey "help me". Leave, n, n, e, buy beer (you are given password to enter cock fight), w, s, w, w, n, e, look behind counter (you acquire a box), open box (locked, sorry!), w, s, e, e, s, s, w, ramsave game (cockfight coming up which is totally random). S, say to man "John Gamon" (you may pass), bet on red (or white) bird (if you win you double your money, which is essential, but if you don't then load your saved game and keep trying until you do!). N, n, w, s, w, give box to locksmith (who opens it and is killed), exam box (it contains a key on a gold chain), s, s, w, w... to be continued.

rceress



Letters

Jason Moore from Chelmsford in Essex writes: I might be a bit of a thickie (we'll see), but a friend of mine gave me his copy of Very Big Cave Adventure, saying that I could get started on it as it's a very easy adventure. I'm new to adventures as you might have guessed. I've played it and played it but can't get anywhere! I've managed a couple of bad jokes at the start but I'm stuck with a log and a lamp and I can't do a thing. Help!

* *Thickie? No not really. I remember playing this game, ohh, it seems like years ago, and grinding to a halt at what sounds like exactly the same place. It's a pretty naff game in my opinion but just for the record here's how to solve your problem...Get the log by going down beneath the grate and going west twice, then you drop everything (lamp, keys, bottle, food), read word, say Commodore, drop cage, get log (yawn)... then (yawn)...say commodore, up, drop log, e, get lamp (assuming you did drop it there in the first place), up, drop lamp, get log, w, drop log, e, get lamp, w, drop lamp, get log... and so on for years and years until you've grown some stubble, you're extremely hungry and bored - until the logs eventually form a bridge over the chasm and you can carry on.*

* *Incidentally, to save you (and one or two others) the trouble of writing in again, there is no way around the text only SPACE INVADERS game. You MUST play it, and you must keep on playing it until you win. Tedious!*

Jenny Reynolds, from Halifax in Yorkshire (nice building society I hear), writes: In the 'Home Grown' game Magnetic Moon, I'm having some trouble with a girder. (It's a good job it's not yer girdle). I've managed to cut it with a laser cutter, but that appears to be it. It just sits there in the hold doing nothing. I'm sure it must have another purpose in the game. Can you help with this one?

* *Sure thing! Search the junk in the store room and you should find a coil of wire. Tie the wire to the hole in the doorway, throw the wire into the hold, then get down into the hold and tie the wire to the girder. Clamber back up again and pull the wire to get the girder. Obvious isn't it (??!). Anyway once you've got the girder you can use it to prop up some loose plates, which are in grave danger of falling down. However, as soon as you've done that you must move, and move quickly because it doesn't hold them up for long.*

Phil Appleton from Romford in Essex writes (doubtless from his XR3i): I don't know if you are familiar with The Bermuda Triangle (big area of ocean off the coast of Florida, lots of ships and aircraft have gone missing there - but that's not important right now), but I've been playing it recently and I'm sure there must be another source of light somewhere. I've found the lantern, but the kerosene that you use to light it only seems to last for a few moves and it keeps going out. Is there another light source in this game.

* *The answer to this one is very simple NO! There is no other source of light so if you're nice and sensible you'll learn to live with your trusty lantern, it will serve you well, in the barrel and in the caves as long as you extinguish it when it's not needed. Some lanterns last forever, this one doesn't, so whenever you can see without it, turn it off.*



Getting you Started Continued

ENERGEM ENIGMA

(From where we left off):

E, d, n, n, connect cable (of helmet to crystalometer), press red button (of meter), press black button (of meter, red crystal detected), close visor (of helmet), lie (on mattress, with the red crystal hanging from the ceiling). Play pipe (the old Indian rope trick!), climb rope, get red (crystal), drop pipe (and rope), s, s, u, w, out. D, e, get pole, vault river, drop pole, e, e, s, drop red (crystal), e, e, e, s, examine walls (a ghost appears), give chain (to ghost, who gives you a beachball in return), n, e, blow (up) beachball, wait (for the tide to come in)... to be continued.

PRIDE OF THE FEDERATION

(From where we left off at the start of part two):

S, get all, examine deodorant, examine paper suit, wear suit, s, se, examine display, say "close outer door", say "open inner door". Sw, get extinguisher, examine extinguisher, examine label, ne, w, drop all, e, sw, get bucket, ne, n, n, e, e, n, drop bucket, s, e, examine display, say "close inner door", say "open outer door", se, sw, e (you are told that the door is padlocked), pull padlock, e, get spanner, w, w, w, s. Untie sack, get screwdriver, n, w, n, n, examine spotlight, unscrew bolts, unscrew wire, drop all, s, s, e... to be continued.

THE PYRAMID

(From where we left off):

Talk to Mummy, s, s, w, up, up, w, drop nugget, drop cloak, e, down, e, n, n, enter sarcophagus, w, w, throw rope, untie rope, drop hook, wet blanket, board boat. W, w, get tusks, up, up, e, examine hole, tie rope, w, w, up, w, w, examine room, climb ledge, jump, e, e, e, e, examine sarcophagus, get sceptre, w, w, up, get scarab, down, down, e, e, down, insert scarab, w, get mask, wear mask, e, get scarab, up, w, w, w, get key. E, e, e, down, s, s, board boat, e, e, e, s, s, w, up, up, w, unlock chest, drop key, drop scarab, drop tusks, drop mask, wet blanket, e, down, down, e, n, n... to be continued.

THE GREAT PEPPINGHAM TRAIN ROBBERY

(from the start):

Wait until 8:45, answer telephone, open door, e, n, read sign, wait until 9:00, e, s, examine magazine, get newspaper, read newspaper, n, examine shelves, get book, read book X3, librarian south, w, s, w, wait until 10:00. East, enter car, wait X3, leave car, e, se, read sticker, nw, e, n, wait until matron arrives and enters office. As soon as matron leaves, go north. Get down, get bottle, wait until matron arrives, s, e, e, get bedpan, w, n... to be continued.

Sorceress

Witts End

ECLIPSE

(More objects and their uses):

The journal tells of things to do before blast off, the key unlocks the door to the sauna in the gymnasium so you can lose 5 Kg. in weight. There is a loose piece of wire inside the walkie talkie, use the screwdriver to dismantle the walkie talkie. This wire is needed to re-connect the broken wire in the spacecraft. The doctor will give you a medical certificate when you weigh 70Kg. Give the certificate to the guard to get him to launch the ramp, tell the doctor you suffer from vertigo and he will give you a prescription which you must give to the pharmacist to get the bottle of pills. Use the microphone to say the code to enter and leave... nearly there! Finished next time.

MUTANT

(More objects and their uses):

Throw the hornets nest at the boars, the book enables you to identify the bird. Use the bath as a boat to cross to the island, wear snowshoes to cross the bog and use the shovel as a paddle to paddle the bath to the island. Also use it to dig out the earth that's blocking the tunnel. Use the bath to carry the earth, keep digging until the bath is full then drag it outside and empty it. Continue to do this until the tunnel is clear. Also use the shovel to dig at the mudbank for worms (or should I say A worm). Follow the bird from the clear pool, and it will lead you to its nest in the gorse. Wear the boots to negotiate the slippery edge... nearly there! Finished next time.

THE BALROG AND THE CAT

(Objects and their uses):

The notebook is a helpline. Train the cockroach. The bread is rabbit food, the copper coin plays the machine, the silver coin pays the gypsy. The branch is a lever, the rock makes a good missile. The paper is an entry to the races, the egg contains the tips - but may explode. The tips are for the boy, the poster gives you a clue and the parchment describes a false trail. The sandwich is rat food, the thread is training aid, the bronze coin pays for the ferry and the Sword is a lever. The stone is a poor missile, the pencil signs the form and the can is a treat for the cat... Characters next time.

BEHOLD ATLANTIS

(More objects and their uses):

Hook the ring out of the jar of acid with the hook, the hymn page gives you a clue to the use of the cloak, the gold cloak stops you freezing to death in the ice chamber, the lever loosens the bars holding the cloak, the spade in the well can be used to dig in the garden and it also acts as a lever to start the ball rolling. The rope is old but it enables you to swing across the abyss before it disintegrates. Use the ice pick to chop the ice mound. The document gives you the authority to pass guards. Use the flint to light the candle, use the candle to see in the dark, gloomy cave. Use the dagger to cut the ropes binding the queen. Rub the coin to make the bridge real, the king's crown wakes the king and the necklace wakes the queen... And that's that!

GOLDEN PYRAMID:

(Objects and their uses):

Fill the safari hat with water at the river to drink and also extinguish the fire under the cauldron. Wear the safari hat when going up the hill to the pyramid to avoid sunstroke. Skin the python with the knife then give the knife to the tribesman in the pyramid in exchange for his lodestone. Drop the monkey by the tripwire, roll the egg towards the python and twist the snake skin into a sort of rope... To be continued.

scores

OVERALL 67%

Ed Laurence

Mmmm. Not a bad compilation. With two goodish games, an okay one and a duff one, Combat Pack is a reasonably attractive option. However I wouldn't go for it if you have your eyes on something reliably better - even if it's only a single game release.

GAME: COMBAT PACK 3 LABEL: ZEPPELIN MEMORY: 48K/128K TAPE£3.99

Combat Pack 3

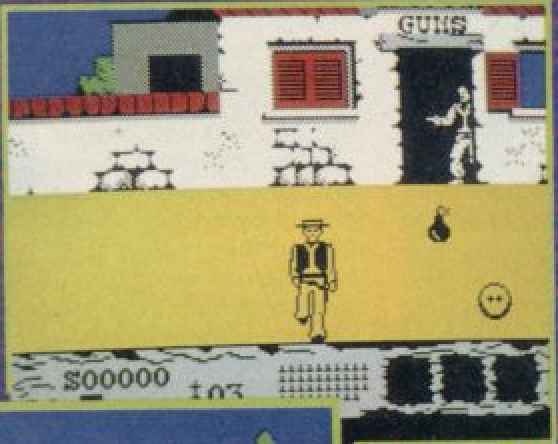
They're tough, they're mean, they're nasty, they're on the latest compilation from Zeppelin Games. This pack incorporates four tough and hard hitting action games (apparently). All of which are a bit different.

Spaghetti Western involves a cowboy western town (oddly enough) in trouble. People are being shot, trains are being robbed and horses are having their drinking water pilfered. And so you, the hardest and craziest sheriff in palookaville, get hired to sort the whole mess out.

SW essentially involves cleaning up the town jail and all the bad guys before finally returning home, having collected lots of bounty, for some good old fashioned western steaks.

The task's not easy though and you'll find all manner of obstacles barring your path to success your success, ranging from gunslingers to flying... things (?!).

Spaghetti Western is graphically quite impressive, with very large clear sprites. Sound is a tad sparse but the effects are pretty smart. The only bad thing about it's playability is that it can be a touch unresponsive. Still a fun game though.

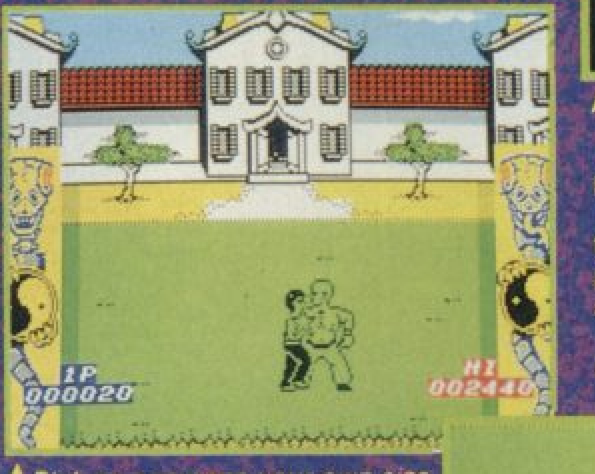




OK. Mr. Cactus, put 'em up!

One-legged Jack hopped to the edge of the screen. He was bored, you see.

Upon loading Kick Box Vigilante you discover that certain people have begun to doubt your fighting skills and, more to the point, have taken to calling you a bit of a tart. So in order to prove them wrong and also because you think it'll be a bit of a laugh you decide to accept an invitation to prove yourself at their martial arts temple.



Pick on someone your own size, you big bully!



This is a very dangerous move. Don't try this at home unless you are a trained acrobat

Four top fighters block your path to the land of smartness but I really don't think you'll ever want to go there as, yawn, there is a distinct lack of gameplay in this low kicking ninja blast. KBV isn't challenging at all and the lack of detailed moves make it dull and very short lived.



I don't think that putting your foot at the end of the gun barrel will stop the bullet.



Look, mummy - those two men are fighting!

All the mysteries of the ancient orient have been instilled into a lethal killer and roid and now it's your job to guide him across various horizontally scrolling landscapes killing anything in your path. This is the sort of fare offered by Bionic Ninja.

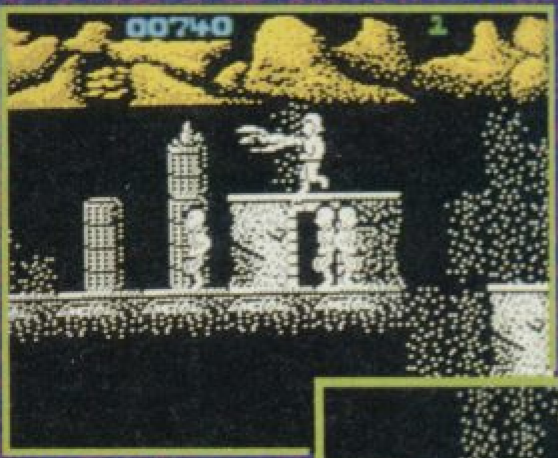
You can kick, punch or just pick up a club and bludgeon your enemies to death.

Again we have some large, well drawn sprites, this time accompanied with good sounds and oodles of playability. Suffice to say, this is one of the winners on a compilation of doom.

Last but not least you're a Ninja Commando, so tough that a delegation from your local darts club have bet you a large sum of money that you can't make it across eight horizontally scrolling landscapes, kill loads of people and still come back alive.

Being the kind of person you are (not to mention the fact that you're skint) you accept. At first you can only kill enemies by jumping on them but certain stiffs drop weapons such as shurikens and bombs that can be used to kill even more. Good Luck, you'll need it.

Unfortunately the backgrounds and the main sprites look so similar you can't distinguish between the two so this game ultimately becomes very frustrating. Oh well C'est la vie.



Look at the size of his hand! You shouldn't laugh, the poor chap, it can't be very nice for him



Nope, sorry. Can't help you with this one.

Combat Pack 3 is a combination of four not-very-good games on one cassette all for £3.99. As such it does represent moderate value if you're after a bit of fisticuffs and gunslinging amusement. Not for perfectionists though.

GAME: Total Recall LABEL: Hit Squad MEMORY: 128K ONLY TAPE: £3.99



If you ask me, I don't think it's humanly possible for one man to be the size of Arnie Schwarzenegger. I reckon he's really two smaller men standing on top of each other in a latex costume; one called Mr. Schwarz and the other Mr. Negger.

But enough about my theories, onto the Hit Squad's latex... sorry, latest muscle bound re-release. Total Recall (if you recall) was the biggest and most successful film of 1990, and was the most expensive film ever made until Terminator 2. As with all of Arnie's recent films, the special FX and stunt sequences are amazing, and this flick has to be one of my all time favourite movies.

There are five massive levels, three shoot 'em up-cum-beat 'em up platformers and two horizontally scrolling car chases.

The platform levels (1, 3 and 5) are absolutely excellent, with wonderful monochrome graphics and fantastic sound. The sprites are massive and as smooth as a new born baby's bum, and there's a nice puzzley element to do with turning on and off switches to open and close various doors and force fields.

However, as with virtually all of Ocean's film tie-ins, we have two obligatory car chase levels (2 and 4) to split the game up a bit. Although this does add variety and help break the game up, it is a little on the naff side.

This by no means ruins the game - these two levels just act as in-between refreshers in which you can prepare yourself for the next big platformer. If you treat them as space-fillers, you won't be disappointed.

Today Total Recall still stands as a top quality piece of software. Taking this into account alongside the fact that it's now available for four pounds, I'm going to knock the score up a little! C'mon Ocean, don't forget our Speccies! When games are produced as good, playable and cheap as this, who needs a console or a 16-bit?

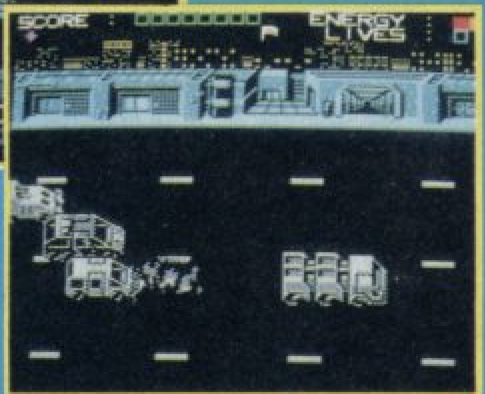


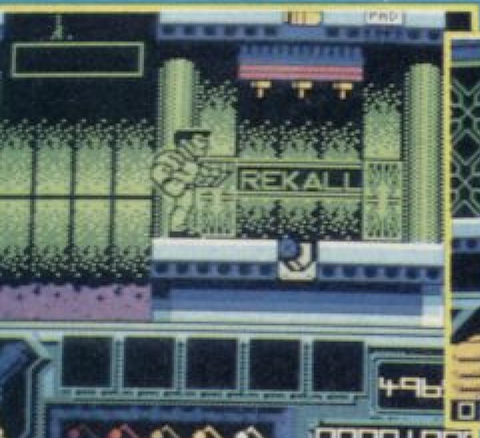
Alan

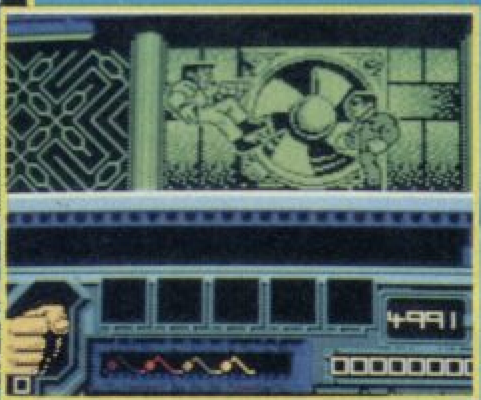
Uzi Nine Millimeter, I'm looking for Sarah Connor, asta la vista baby, come with me if you want to live, give me your clothes, he'll live, surprise, I lied! This eez ein gut game. I'm sure Big Arn vood make with zer playing Total Recall eef he had ein Spectrum, mien Gott.











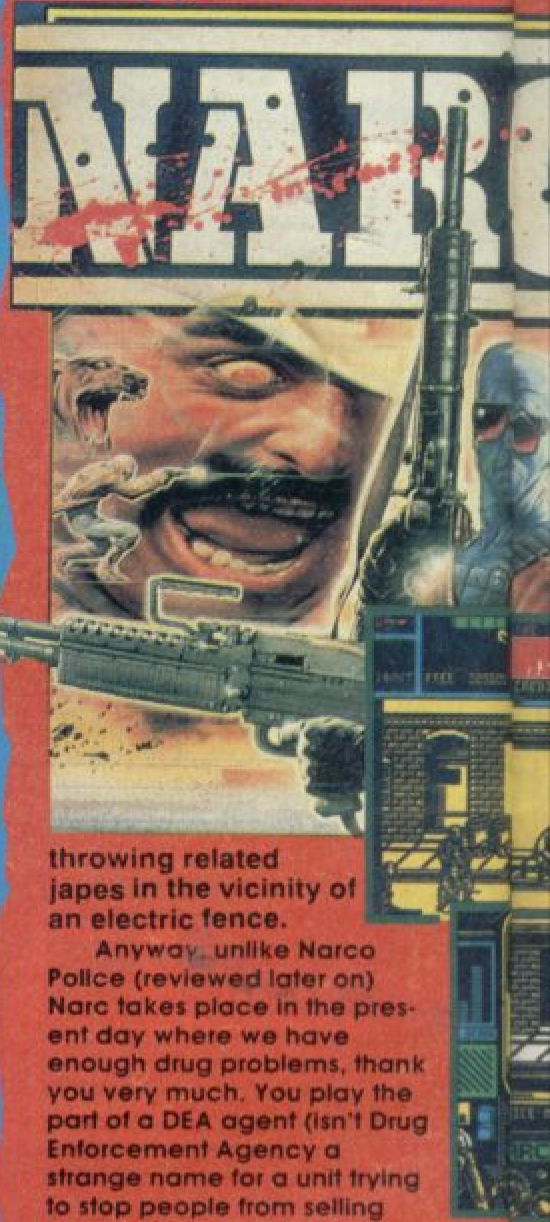
scores

GRAPHICS	92
SOUND	91
PLAYABILITY	90
LASTABILITY	89

OVERALL 92%
Marc Richards

Although I think that this format of movie-game has gone a bit stale through over use and abuse in titles like Robocop 2, Terminator 2, etc. Total Recall is still a real gem and has deservedly earned itself a Best Budget title. Well worth having.

Every day we hear stories about drug barons and their henchmen ruining peoples lives. Unfortunately we have to leave it up to governments, police forces and even armies to sort them out. Which is a pity 'cos it'd be good fun to personally get hold of them by the short and curlies and engage in some hammer



throwing related japes in the vicinity of an electric fence.

Anyway, unlike Narco Police (reviewed later on) Narc takes place in the present day where we have enough drug problems, thank you very much. You play the part of a DEA agent (isn't Drug Enforcement Agency a strange name for a unit trying to stop people from selling drugs - it sounds as though they're trying to force people to take them!) out to force said barons to bite the bullet. A lot of bullets in fact.

There are loads of drug pushers, dealers and henchmen to take care of in the mayhem packed city. Luckily Joe public has retreated indoors so anyone you see you can shoot, ie. there's no screaming mothers parading around with prams for the baddies to hide behind.

There are twelve levels, which is a bit of a mouthful for the Spectrum, even though Narc's only available on 128K. Thus it's a big, big multiloader. Luckily though each level should keep you occupied for a while so it's not as bad as it seems.

The druggies hide in all manner of places such as hotels, restaurants, warehouses, and all over the streets. On each level there is an especially bad head honcho

scores

GRAPHICS	83
SOUND	72
PLAYABILITY	85
LASTABILITY	89
OVERALL Garth Sumpter	85%

NARC is a good looking, fast paced shoot 'em up, disadvantaged by it's scale as a multiloader but worth a look nonetheless for fighting fans.



who is your main target. They will be assigned to you at the beginning of each level and you must apprehend them to be successful.

Narc is not an easy game to play. Based on the Coin-op of the same name it has a lot of built in difficulty as you shoot down wave after wave of the enemy. There is a very entertaining two player mode which only slows the game down a little but enables you to get through levels marginally faster and with less damage.



Graphics are business-like without setting the world on fire for their stunning portrayal of a drugs war, and sound has plenty of grunts and groans to keep those



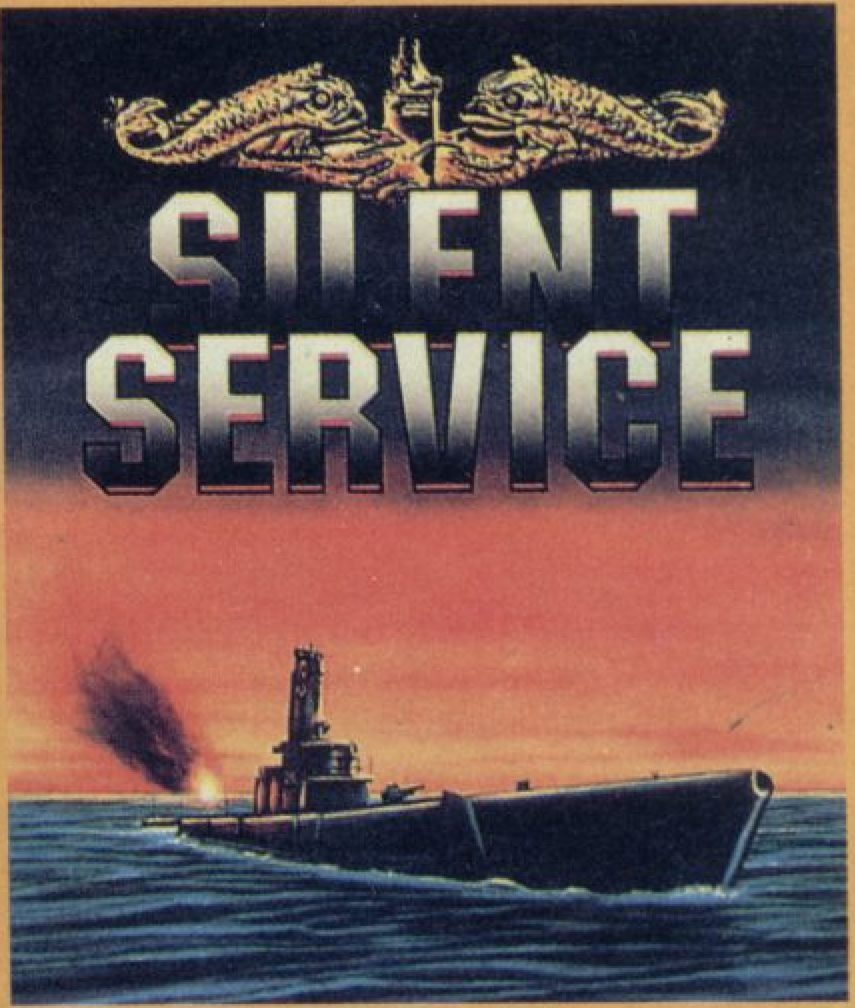
who insist on turning their telly up happy.

Not the most original or exciting shoot 'em up ever but still one which provides plenty of moderately difficult action that'll keep you going for simply ages.



Steve
Plenty of action, plenty of levels and plenty of baddie busting japes. I'm still not convinced that this game has very much lastability because it tends to get a bit samey after a while.

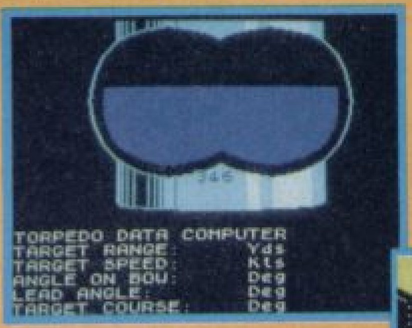
GAME: Silent Service LABEL: Kixx MEMORY: 48K/128K TAPE: £3.99



When boats were invented many moons ago, the whole idea was to have something that floated on water, thus keeping you dry and providing a safer alternative to swimming. This idea was widely accepted until one day Mr. Submarine decided to come along and confuse everyone by inventing a type of boat that sank.

These vessels were very successful and thus Mr. Submarine is now probably a very rich man who resides in a mansion somewhere in Jamaica and spends his days sipping at glasses of Americano and organising his next appointment with his private beautician.

This is what I call a simulator! I can't fault it. You play the captain of a WWII sub posted



in the South Pacific, your mission being to seek out, track and sink Japanese vessels! It really is THE definitive submarine simulator. There are so many controls



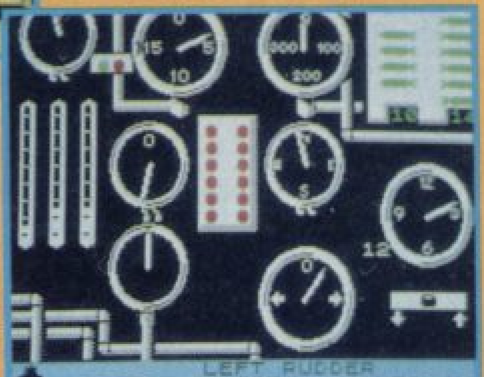


and options, including skill, reality and difficulty levels, location, submarine and combat controls.

The thing about sims with this level of reality is that they won't appeal to everyone. There is just so much to remember, that I think the only people who will completely master silent service are die-hard simulator or naval fanatics and actual submarine pilots. There is just so much packed into this piece of software that you soon begin to notice your Speccy going all dizzy and weak at the knees with its vast size - thus the game moves very slowly and screen updating is particularly sluggish.

Silent Service might not score much graphic and sound wise, but then what do you expect from your humble chum?! Playability and lastability only come into play if you can really get into this game. If you take one look at it and decide that it's just too complicated to bother about then obviously neither of these will count for you.

All I can say is, if you manage to reach in and grasp this game by the small intestines, you won't regret it. As it stands, this has to be one of the most accurate sims available (after all, this comes from the bods who created Gunship and Carrier Command).





Steve
This sim is so accurate I think I'm going to be seasick! Unless you've got an IQ of several thousand, keep well away, steer well clear and basically avoid! Personally, I think I'll stick to good old-fashioned blast 'em ups!

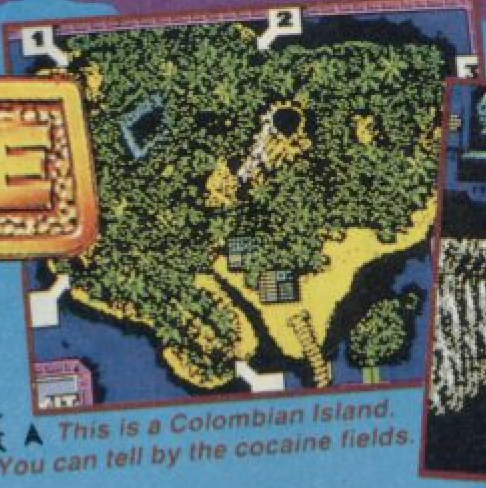
scores

GRAPHICS	71
SOUND	69
PLAYABILITY	84
LASTABILITY	79
OVERALL Marc Richards	89%

This is a REAL simulator, with more controls than a NASA Space Shuttle. It's very complex, so only buy if you intend to really get down to it.

GAME: NARCO POLICE LABEL: GBH MEMORY: 48K/128K TAPE: £3.99

NARCO POLICE



▲ This is a Colombian Island. You can tell by the cocaine fields.



Damn! The mutha got me!

The future, eh? Doesn't look too promising, does it? I mean, according to Terminator 2 we're going to have a nuclear holocaust in the early 2000s, The Lawnmower Man reckons virtual reality will take over the world, allowing people to control each other's minds and Star Trek suggests the universe will be full of mindless Klingons. (Uggh, where's the toilet paper?)

Well, whatever hopes I had left for a bright and happy future have just flown suicidally out of the window after stepping just eleven years forwards into the time of Narco Police.

The year is 2003 and it saddens me to learn that one fifth of the world's population are now drug-addicts, meaning that drug dealers are taking over our sweet little planet. How depressing!

You are a top member of the Narco Police - an antidrug corps - and have to penetrate the drug barons' fortress, the Narco Processing Centre, located somewhere on a Colombian Island (where else, eh?). You'll be slightly relieved to know that three squadrons of NP agents will accompany you though. Choose your weaponary and your three different starting points on the island (one for each group of men) and get firing!

The island base consists of a network of underground tunnels, which you'll have to negotiate if you're going to get into the heart of the fortress. You can change between the three teams of soldiers at any time using your Personal Intercom Unit, which also allows you to carry out many other useful commands. On your travels through the maze, guards will crop up everywhere, as well as the odd tank, so put your armoury to good use and get blasting!

Although it might sound a good little number, I found Narco Police very boring. The graphics are monochrome and poorly defined, scrolling is jerky and the game is virtually silent, save a few weedy gunshot noises. Although the guards are easy to dispatch on their own, you have no chance against a batch often, whom I often discovered lurking around corners, and you quickly tire of being endlessly slaughtered in the same old way. Maybe I'm just useless, but Narco Police was just too difficult and very boring.

scores

GRAPHICS	76
SOUND	37
PLAYABILITY	63
LASTABILITY	52
OVERALL	62%

Marc Richards

Shoot 'em ups should be fast, furious and fun, with plenty of action and violence. Unfortunately this isn't. It's got too strong a strategy element for its own good, and should only be bought by insomniacs.





Garth

Narco Police can only be described as a strategic shoot 'em up - two completely different genres that shouldn't be mixed - which makes for a very monotonous game. In fact it's so yawn-inducing it actually makes Eldorado look good. (Now that's saying something).



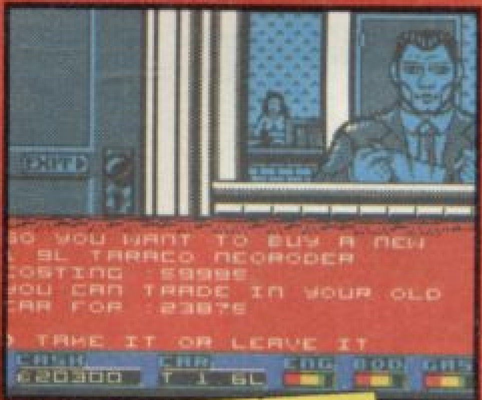
▼ 1000 to 1. That's fair, isn't it.





SUPER CARS

GAME: SUPER CARS
LABEL: GBH



There are good cars, there are bad cars, and there are super cars! There are good games, there are bad games, and there are super games! But is Super Cars a Super Game? (Confusing eh?)

To cut a long story short, in Super Cars you play a budding racing driver (or at least his car). The game consists of nine stomach-churning races against three other opponents all out there to win the championships for themselves. They will stop at nothing to knock you into the sides of the track, smash up your rear bumper and generally make a mess of you and your car. Starting off with a pretty basic set of wheels, as you win more races and gain more money you can eventually afford to splash out on a few "optional extras" or even upgrade to a more deluxe model motor at the local sales office.

Super Cars allows you to attempt any of the nine race tracks in any order your heart desires, although they do get progressively harder, with more obstacles like mud, water and oil spillages standing in your way. The graphics are very basic - the only colour being the grass verges.



Garth

Personally, I prefer the 3D type of driving sims - they feel more realistic and are better to control. However, I was pleasantly surprised by this one. The graphics might be simple and the sound might be annoying and repetitive but there's enough action in this little beauty for it to come highly recommended.

Serving at the French Open.





MEMORY: 48K/128K
TAPE: £3.99



However, the car sprites are crispy clear, tracks are very well designed and controls are very sensitive and simple.

Races are viewed from above, each one consisting of five laps of the track, with plenty of twists, turns and tunnels. You have to be one of the first three past the finishing line to be allowed to continue to another race, which isn't so hard seeing there are only four contestants racing. What is hard though is trying not to skid so much that your tyres burst and crash so much that your car explodes!

Super Cars is very addictive - you just have to complete that final lap, and if you don't, you'll be trying and trying until you do. Although this is a simple looking game, there's plenty in it to keep you coming back for more.



The floating hand casually fell her left bosom.

scores

GRAPHICS	81
SOUND	79
PLAYABILITY	89
LASTABILITY	85
OVERALL	84%

Steve Keen

Super Cars is one of the best bird's-eye view car racers I've played. It's fast, it's fun and it's certainly super!



A-racing we will go!

GAME: PRO TENNIS TOUR LABEL: HIT SQUAD MEMORY: 48K/128K TAPE: £3.99

PRO TENNIS TOUR

Alright then, Jeremy! What went wrong, eh? The whole country was counting on you to win! I mean, do you realize just how embarrassing it is that a British man hasn't won Wimbledon since the 1930s and we're the country that holds the tournament?! What do you have to say for yourself?



Steve Keen

I'm still not sure whether PTT is as good as last month's International 3D Tennis. What I liked about that game was the simplicity and clearness of the vector graphics, and the vast array of different shots at your disposal. But then if you're into tennis you could always get both games - you won't be disappointed!

If only he'd had a copy of Blue Byte's Pro Tennis Simulator to practise on and things might have been different. He could have played any of the four Grandslam tournaments - the Australian Open, the French Open, The US Open and, of course, Wimbledon, each one with it's own type of playing surface - without even leaving the comfort of his own bathroom.

He could have practised his serving and returning with the tennis machine option. He could have had a game with a friend using the two player option. He could have chosen between playing at an easy, advanced or professional level. Oh, what Jeremy could have done with Pro Tennis Tour!

OK, so you can't view the court from ten different angles like you can in GBH's International 3D Tennis, but in this game we're not playing with matchstick men! Oh no, missus, this is the real thing! Your chunky little sprite is brilliantly animated with dozens of different positions and stances.

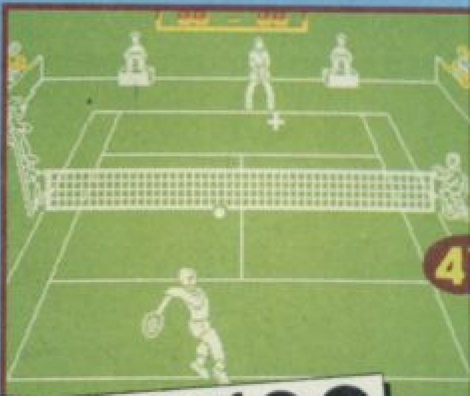
The sound effects are quite realistic, and there is a reassuringly catchy title tune that plays on the menu screens.

All in all, this is an extremely accurate tennis simulator, albeit difficult, with loadsa' options and plenty of game there to keep you hooked for ages! Although Pro Tennis Tour doesn't have a wide range of different shots that you can play, I think that it offers some great knockabout fun. PTT just has the edge on International 3D, but only just!





Er. serving at the US Open.



scores

GRAPHICS	90
SOUND	85
PLAYABILITY	89
LASTABILITY	90
OVERALL	91%

Marc Richards

Pro Tennis Tour is the next best thing to actually playing the real game. The controls for the player are simple but effective, making this game easy for anyone to get into. What a pity old Jeremy Bates didn't have this game to practise on.

BEST BUDGET

COIN OPS

VARTH
OPERATION THUNDERSTORM



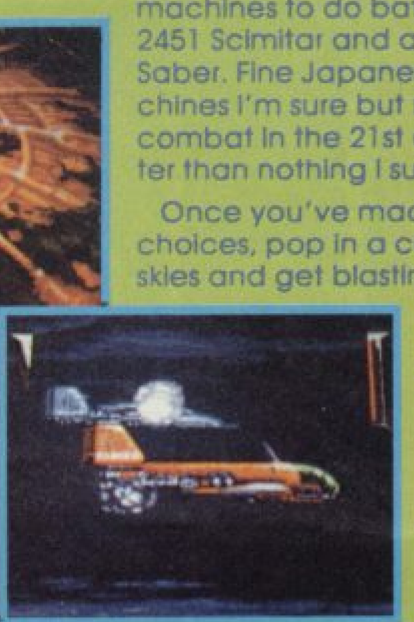


CAPCOM



This month's Coin Ops features four of the summer's numerous releases - but what's new about that? I hear you ask. Well never judge a book by it's cover, 'cos there is a big difference: They're brought to us courtesy of UK games champion (if you don't believe it check out Games Master on TV) Gary Harrod. Go for it Gaz...





This 30-level, high-speed aerial blasterama is the latest in Capcom's CPU series. The year is 2667, and computers have taken over the planet under orders from an out of control, super processor known as the Mother Computer, DELTA-7. Their dastardly mission is to kill all humans. As yet, you're still alive, so it's all up to you to eliminate these out-of-control machines, either alone or with a friend.

You can either play the role of Casber Rubian, a witty, slim young man who was once a B+ class pilot, and dedicated to the cause of humans. Or, if you fancy being a girly (or in fact are one - sorry ladies) you can take up the role of Feiry Carnihum (no relation to J. Carn), a talented engineer and also a very good pilot.

Seeing as DELTA-7 has taken over all the modern machinery, you're left with a couple of 20th Century flying machines to do battle in - a Dakao/M-2451 Scimitar and a Tanikura F7W Saber. Fine Japanese fighting machines I'm sure but not really ideal for combat in the 21st century. Well, better than nothing I suppose (probably).

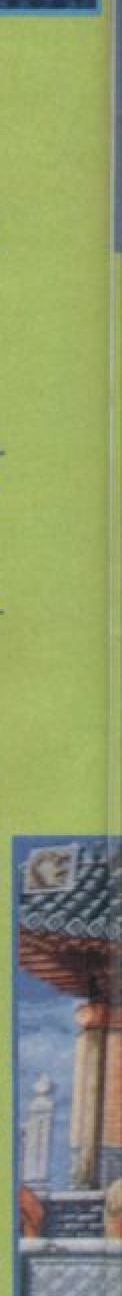
Once you've made all these difficult choices, pop in a coin, take to the skies and get blasting! This is Operation Thunderstorm and your job is to destroy the Mother Computer and her machines.

Varth is a vertically scrolling flying shoot 'em up where you and a friend can battle it out side by side, until the end. How very romantic.

The game has no less than 30 levels, although the last ten are just more difficult copies of the earlier levels. The graphics are well above average, even though the music and FX are only up to the usual Capcom standard (suffice to say - good). There is a nice touch in the way the game is programmed so that the better you play, the harder it becomes - it adapts to your skill level so that no matter how good or bad you are, the game should be of more-or-less the same difficulty level. (Though if you're rubbish you'll never get anywhere).

However, don't get your hopes up too high. Basically, Varth is nothing more than a disappointing version of the 1941 series, albeit slightly updated to a more futuristic setting. The action can get extremely hectic, so much so that for the most part of the game you're relying more on luck than skill, and you have to play very defensively. Even so, the game suffers from being a bit on the easy side once you get used to it. The bosses and general run-of-the-mill enemies are all standard formation stuff, and you've seen it all before (on numerous occasions). To sum up, the gameplay is a bit disappointing and lacks any real challenge. Varth won't keep you going for long.

ADDICT FACTOR - 56



WORLD HEROES

NEO GEO

Neo Geo's latest big beat 'em up, World Heroes is big, very BIG! The board is all of 86 megabytes and the game is punishing beat 'em up along the same lines as Street Fighter 2.

World Heroes is a strange name for what is basically a street fighting game which takes place in warehouses, oddly decorated buildings and, obviously enough I suppose, on streets. It also takes place in designated fighting rings if you take the second fighting option that is available: The death match. Unlike normal places of combat these rings have deadly spikes, flaming ropes and mines which spring up out of the floor and are lethal on contact.

Like Street Fighter 2 there are eight characters to choose from and you must defeat all of the others to win the game.

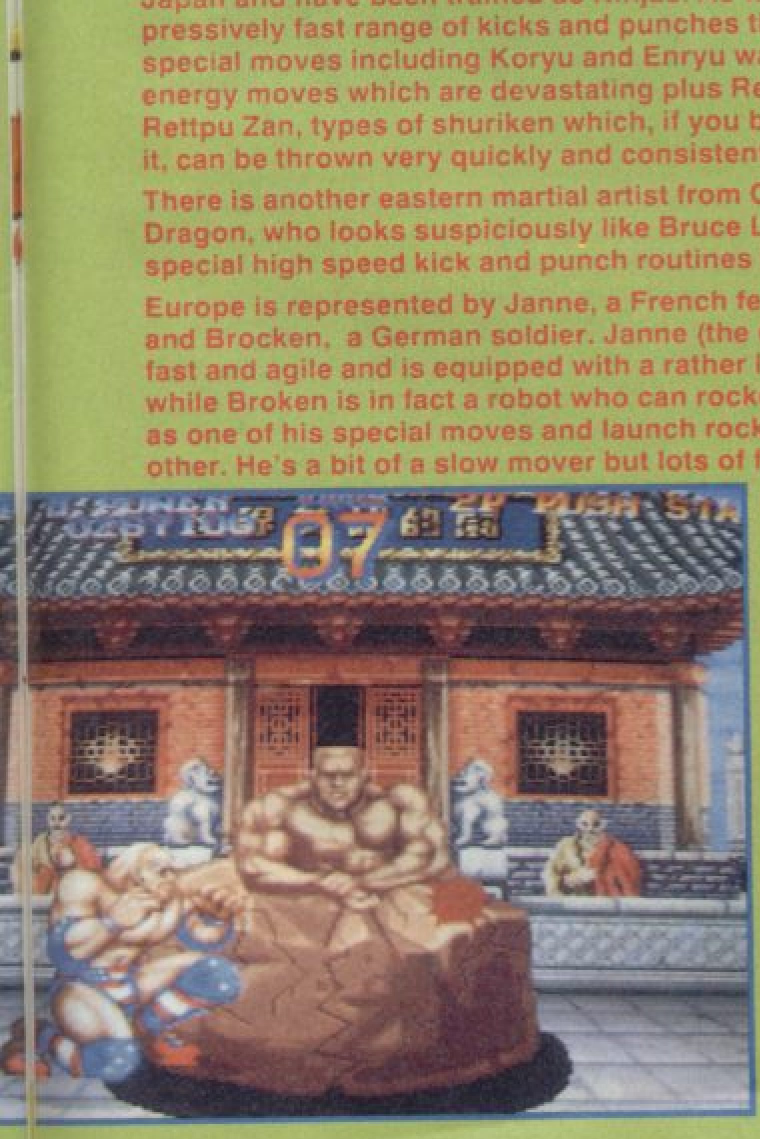
These characters come from all corners of the globe and



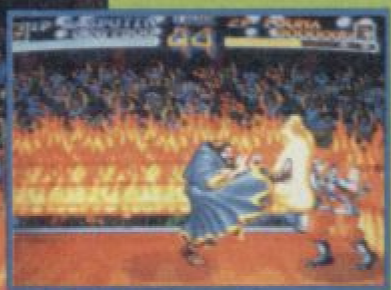
have some pretty strange moves in their inventory. First of all we have Hanzou and Fuuma, both of whom are from Japan and have been trained as Ninjas. As well as an impressively fast range of kicks and punches they each have special moves including Koryu and Enryu waves - spinning energy moves which are devastating plus Rettkou Zan and Rettpu Zan, types of shuriken which, if you become good at it, can be thrown very quickly and consistently.

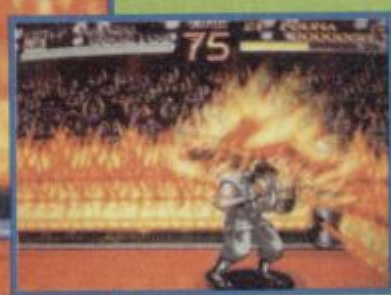
There is another eastern martial artist from China known as Dragon, who looks suspiciously like Bruce Lee and has special high speed kick and punch routines in his inventory.

Europe is represented by Janne, a French fencing expert and Brocken, a German soldier. Janne (the only female) is fast and agile and is equipped with a rather large sword while Broken is in fact a robot who can rocket into the air as one of his special moves and launch rockets with his other. He's a bit of a slow mover but lots of fun to play.



Russia and Mongolia are represented by a resurrected Rasputin and a wild (and gigantic) Mongolian warrior. Rasputin is very slow but he has a number of mystical moves up his sleeve (and his robe, oo-er) which can take care of business. J. Carn the Mongolian fighter relies on his great size and an earthquake move to vanquish his foes.





Finally the U.S.A. is represented by a chap called muscle power. And it's a good job they called him that 'cos if they named him Hulk Hogan they would have to pay a massive royalty. In all other respects however he is the Hulkster, and fans of the great man will have no end of fun crushing their enemies with this character. His most lethal move is the tornado breaker, a spinning back breaker of doom.



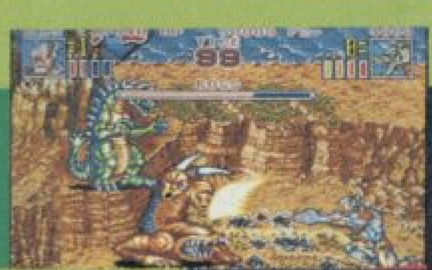
But that's it. Unlike Street Fighter 2 it doesn't have any computer controlled baddies so once you've finished off that lot and become the 'World Hero' there is no more challenge. Another big problem is that there are many less controls and correspondingly less moves that SF 2.

This is not to say that World Heroes is a bad game though. The sprites are big and crispy clear and all the moves are executed perfectly. After finishing normal mode (and to be honest it's not going to take you long or break the bank either) there is the death match mode which makes it much more difficult, restricting big moves quite a bit because of the risk of landing on a mine or on the flaming ropes.

However, all things considered I get the feeling that 86 Meg has been a teeny bit wasted on World Heroes. Street Fighter 2 is a much more modest 55 meg and a better, all action game to boot. You will get lots of entertainment out of World Heroes as you discover how to use the characters but you'll be looking elsewhere quite quickly.

ADDICT FACTOR - 81

COIN OPS







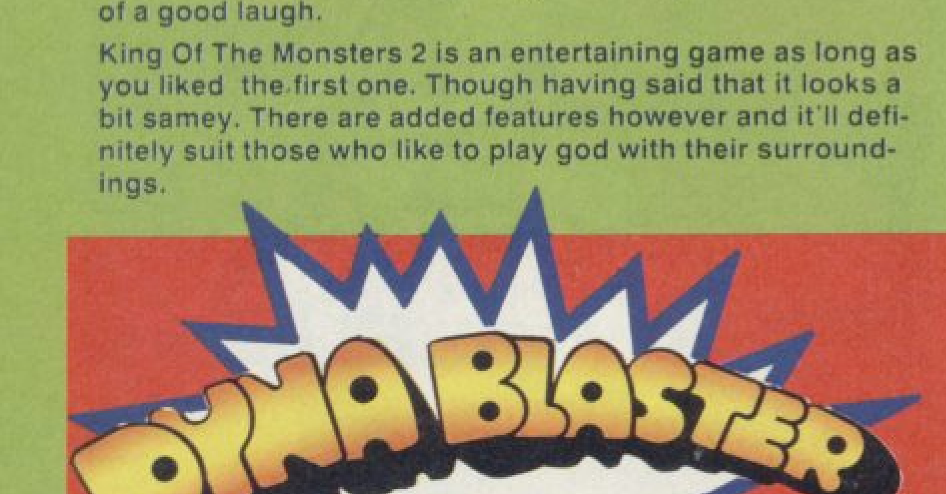
Have you ever wanted to do battle with Godzilla? Well now's your chance. The follow up to King Of The Monsters has seven more levels of frantic wrestling, fire spitting, thumping and kicking action as you attempt to defeat mountains of flesh and metal - the monsters with other monsters.

As usual you get skyscrapers get chucked around and beautiful areas of countryside get destroyed all in the name of a good laugh.

King Of The Monsters 2 is an entertaining game as long as you liked the first one. Though having said that it looks a bit samey. There are added features however and it'll definitely suit those who like to play god with their surroundings.

ADDICT FACTOR 57

NEO GEO



Global Quest follows up the story of a group of manic robot bombers led by their commander, King Bomber, whose greatest ambition is to take over and rule the world. Although vanquished once before (possibly by yourself) he has once more attacked.

But now the Bomber Man Brothers (manic bombers themselves) are, once again, out to stop him. Running around a large selection of colourful mazes the Bros must get to king bomber, and past his vicious henchmen, before time runs out.

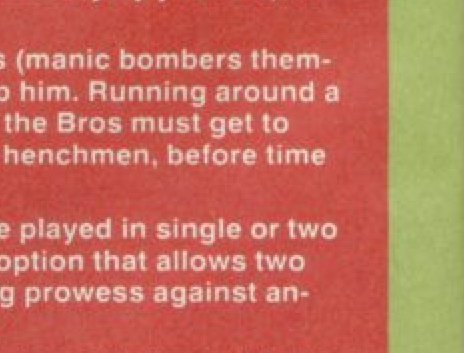
Dyna Blaster - Global Quest can be played in single or two player mode and there is a match option that allows two players to pit their wits and scoring prowess against another pair.

Graphically these games just seem to get better and better as sprites become even more detailed and movement gets faster. This may be a simple formula game but it's still good fun to play.

IREM

'Cute looking game' I heard some great wallowing fool say when he saw Dyna Blaster. It's about as cute as a Rottweilers teeth and nearly as gripping. This is the sort of maze based game that you either love or hate but either way it will occupy most of your senses while you are playing it.

ADDICT FACTOR 76



BALLS GALORE!!! (AND A FEW T-SHIRTS TOO)

Mark gets up to all sorts of antics in his super Touchdown! T-shirt.



WIN AN ODD SHAPED LUMINOUS FOOTBALL AND AN ALL 'ROUND FASHIONABLE T-SHIRT

'Hi mum. What do you think of my top quality t-shirt?'



It's a case of deja-vu isn't it? You're just sitting there saying, "Hey, talk about software piracy, the Touchdown game reviewed on this page looks identical to the one released last month by GBH"

Well, there are no prizes for being a smart ass, which is lucky as you would no doubt clear Santa's Grotto of coloured glass beads in ten seconds flat. But in fact you're right. Or wrong as it may be. Yes, when it was reviewed we said that it was on the GBH label, but we were wrong...(Ooer!)

Never at a loss for words.... we er, that is er... someone decided that we not only should re-run the review but we should give you the opportunity to put the ball in your own endzone by winning a super compo.

So, ten winners will each win an amazing and perfectly (if you can call it that) ovoid, luminous green, mini American football and a Touchdown T Shirt to remind you who really released this super footie game.

All you have to do is answer the following questions on the back of a post card or a sealed envelope:

(1) What famous team was Emlyn Hughes captain of?

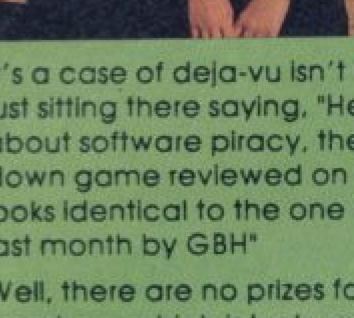
(2) What sport can you get a touchdown in?

Difficult eh? Send your entries to:

Wow! What a Touchdown, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by September 14th.

GAME: Emlyn Hughes International Soccer LABEL:TOUCHDOWN MEMORY: 48K/128K TAPE£3.99

Emlyn Hughes INTERNATIONAL SOCCER



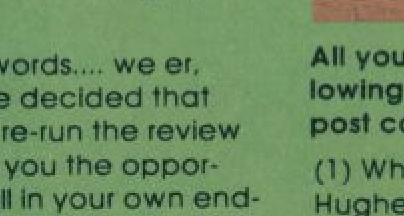
Alan

In some ways I prefer Emlyn Hughes Int. Soccer to Manchester United as I feel the game is a little bit smoother around the edges. Certainly one for the collection if you want a really good football sim.



Football has certainly been on the minds of most people lately, what with the recent European Championships in which England performed so, well, just so. But don't let the sad debacle which is the national team put you off Emlyn Hughes, International Soccer before it's even kicked off!

Endorsed by the squeaky-voiced ex-Liverpool captain himself, Emlyn Hughes' International Soccer is a horizontally scrolling action game with managerial undertones. You have control over all of your team members, although not at the same time. Control is passed to whichever footballer is closest to the ball, and he can perform a number of actions - run, turn, pass, shoot and the like. As in the real sport, the aim of the game is to score more goals than the opponent - either the computer or a human player. Free kicks, corners and throw-ins are all in there, as are penalties should a player be fouled in the opposition eighteen-yard box.



If play is not going the way you want it, or if one of your team is injured, substitutions can be made. And, in the management section of the game, the entire look of your squad can be altered - even names changed and attributes tinkered with to form your favourite side! There are three different competitions to take part in; a league of eight teams, a knockout Cup competition and a season incorporating both league and Cup.

There aren't a desperate amount of good soccer games for the Spectrum, except perhaps for Manchester United. Emlyn Hughes' International Soccer is a more advanced game than that, with better graphics and more enjoyable gameplay. As with most games of this ilk, more fun will be had in the long run with two players than battling against the computer which, after a while, becomes a doddle to beat.

The management side and various competitions add variety to Emlyn Hughes International Soccer and, even if you aren't desperately keen on the man himself, you should find the game he's endorsed a lot less irritating.

scores

GRAPHICS	80
SOUND	39
PLAYABILITY	79
LASTABILITY	84
OVERALL	82%

Paul Rand

Not quite as good as GBH's superb Manchester United, but avid footy fans looking for something different should give this one a kickabout.



CHEAP AT HALF THE PRICE

Most towns these days seem to have a Reject Shop and there are loads of bargains to be picked up in all the branches. The selection we found in (not-so) sunny London included robots, novelty alarm clocks, fruit machines, money boxes and tons of other stuff, all being ousted from their old Christmas stock and with savings of up to 50% So checkout your local high streets for some great bargains.

Steve Keen, famous for his very wide bottom has been roving around the countryside recently looking for the latest in wide screen videos, 'cos he thinks they're fab. We do too so we've got three of

BRING IT ON BACK ONE MORE TIME!

Anyone who's ever seen Kylie, or her far superior sister Danni, will know that both suffer from worse lip sync on stage than Keith Harris and Orville. When you hear an artist sing 'off the cuff' on say a chat show and without any mike, sometimes they sound a bit, shall we say, crap?

That's because studios use all sorts of tricks to make their voice sound better. Well now, by the miracle of cheap Japanese technology, you can do more or less the same thing with these incredible Echo Mics. By holding the microphone near your mouth and singing you'll be able to distort your voice beyond all recognition. There's no guarantee that you'll make it into the music business but you'll have a lot of fun trying.

Price: £1.99



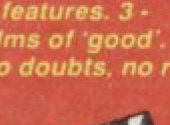
FAN-TASTIC

Everyone should know by now that the summer is here, although you could be forgiven for not noticing. And even though the sun is hardly scorching our Daz-white faces, it's still as humid as the inside of an ice cube-filled microwave. So what better way of cool-



VIDEOS

The SU Clapperboard: Remember that this clapperboard represents the dizzy heights of critical acclaim for videos. Mr. Checkout will clobber anyone who says different, so we're not arguing with him. No sir! The ratings go like this: 1 - Complete rubbish. 2 - Verging on rubbish but with one or two redeeming features. 3 - Now we're entering the realms of 'good'. 4 - Definitely worth a look, no doubts, no regrets. 5 - Absolutely wicked. Forget about eastenders, watch this. Steve has been known to take small bribes but in general everything is his honest opinion.



In case you haven't heard, the future of video and TV is in 'Wide Screen'. Wide Screen TV's are a relatively new piece of consumer electronics in this country and need a little explanation.

When a film is shot, the action is captured on a film that is far wider than it is tall so that it can be projected, in its entirity onto the screen at your local flea pit. When that film comes to be shown on your square shaped TV, a great deal of the edges of the picture are lost by the constraints imposed by the limited amount of space.

You can see the effect of this at the end of some Cinemascope films when a black border suddenly appears at the top and bottom of the TV as the hero gallops away into the sunset...

But now, Phillips have just released two special TV's that are actually the same shape as a cinema screen allowing you to see the whole picture. To coincide with this new formats popularity, many film companies are now releasing the proper sized films in all their glory, with twice the detail and twice as much to see. Three of the current crop are Mad Max, Lethal Weapon and Lethal Weapon 2. You don't actually need the special TV to watch these movies as they automatically scale themselves down to fit into the smaller screen for the same, if somewhat reduced, cinematic effect.

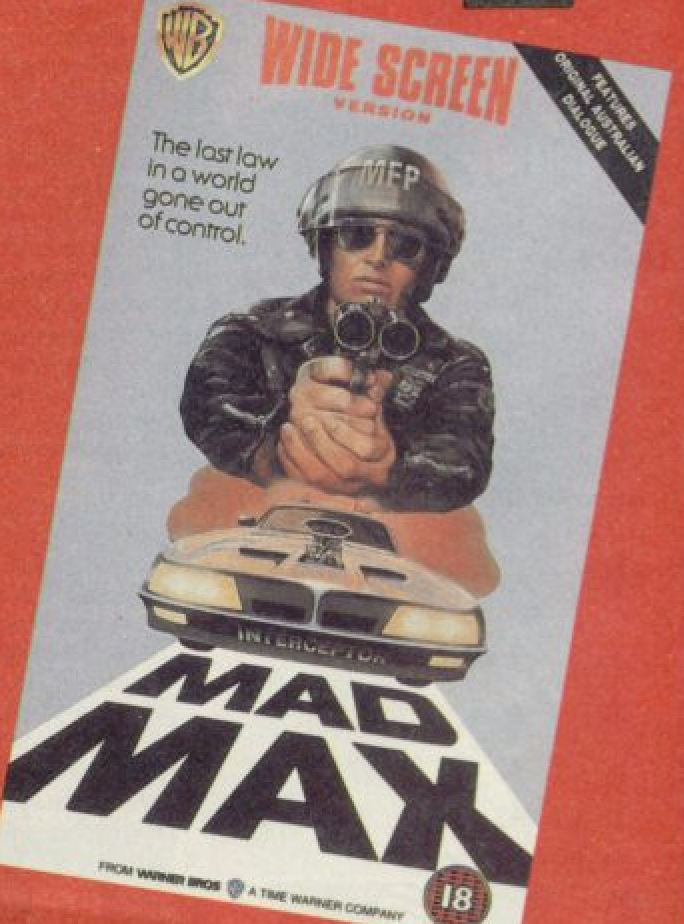
Mad Max

This is one of the all time classic road films and began Mel Gibson's meteoric rise to stardom. Gibson plays a futuristic reluctant cop hero who patrols the desolate Australian highways in a souped up police car on the look out for wrong doers, and believe me this setting has more than its fair share of those. Life is so dangerous that his wife, Jessie, pesters him to give up the job and settle down, but just as he's about to come around to her way of thinking a vicious gang of motorcycle bandits run her and Max's baby son down on a deserted highway. The law man then takes up his sawn-off and hunts the villains down.

Although some of the Australian acting is decidedly dodgy there's some brilliant road chases and the photography suits the wide-screen version perfectly.

Price: £12.99





ECK
U . T

the best for you. He's also collected Wayne's World hats, some savings boxes, a super fly swat and a karaoke microphone. Is there no limit to this man's talents?

GET IT ON DUDE!



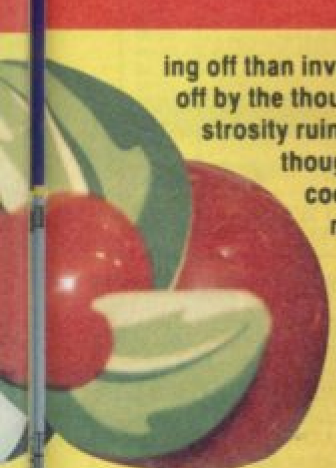
Come on, hands up. Who hasn't seen Wayne's World yet? Well we're still recovering from all the Garth jokes here at SU Towers and although the movie hasn't done anything for Garth's 'shwinging' ability it sure helped his ego. Perhaps by getting one of these Wayne styled caps, complete with attached Garth styled hair piece, your love life will improve. Big 'Al thinks NOT! But I'll try anything once. SSHHWWING! *Price: £5.99*

CAN IT!



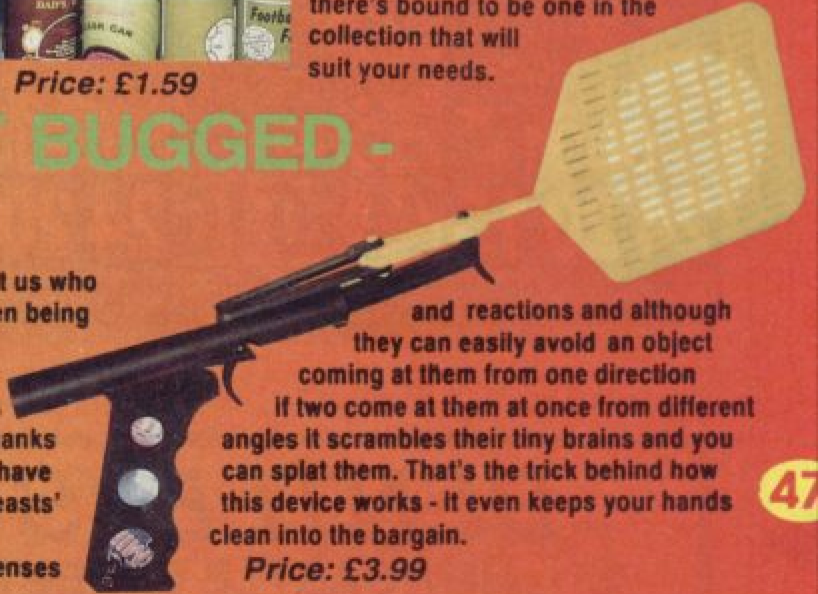
Short of pocket money or saving to buy someone that extra special Christmas present? Well, with a little bit of ingenuity and an old baked beans can, you could double your profits in a matter of days. These specially prepared cans come in hundreds of different styles and each have a different sales approach. There's one that states that your saving up to buy dad a yacht, another for a villa in Spain and another which caters purely for greed. (Yeh, yeh!)

The reasons are immaterial however, as long as the people find it amusing enough to put money in the slot and there's bound to be one in the collection that will suit your needs. *Price: £1.59*



ing off than investing in a fan? Don't be put off by the thought of a horrible steel monstrosity ruining the decor of your boudoir though, as you can now be doubly cool with this exciting array of novelty shapes and themes. Here are just two of the range and if they can do this to a football and a strawberry, I can't wait to see what they can do! *Price: £7.99*

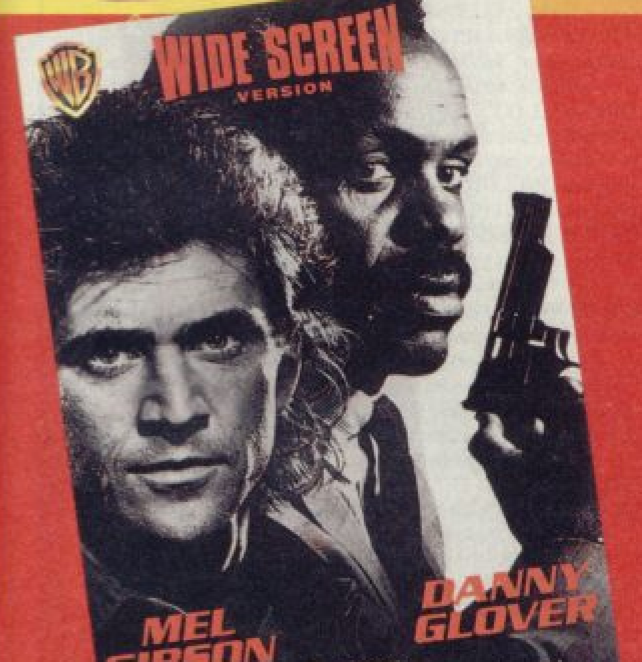
DON'T GET BUGGED - GET EVEN



There can't be a mortal amongst us who doesn't get extremely peeved when being pestered by insects. And even Big Al, with his size 24 1/4 inch hands, has trouble when it comes to swatting the pests. But now, thanks to this ingenious invention you'll have no problem splattering the little beasts' brains out.

Flies have extremely developed senses and reactions and although they can easily avoid an object coming at them from one direction if two come at them at once from different angles it scrambles their tiny brains and you can splat them. That's the trick behind how this device works - it even keeps your hands clean into the bargain.

Price: £3.99



Lethal Weapon

A bit of a change for Mel after having to deal with psychopathic road punks in the three Max Movies. Here he's still roaming the streets and highways as a mad cop, but this time it's set in the present and he's teamed up with a partner who manages to keep the couple relatively sane. Gibson is Lt. Martin Riggs who's considered so unstable he's earned the nickname 'Lethal Weapon'.

When Riggs is detailed to a senior Sgt. as his new partner the hapless officer doesn't expect his life to last very long, but the two begin to build up a bond that defies the nature of their profession which is to look after number one and stay alive. Some stunning stunts and hair-raising adventures await the two as they track down the bad guys and mercilessly hand out puns.

One of the best films you've ever seen on video just got better with the 'Wide Screen' treatment. *Price: £12.99*

Lethal Weapon 2

After the success of the first movie we knew they'd be back for more and they didn't let us down. The volatile Riggs is just as crazy as ever, but mellowing with a little help from his best friend and partner, Sgt Murtaugh and the pouting, Patsy Kensit.

This time the two find themselves mixed up in a South African conspiracy and their backs are against the wall when they find out that the bad guys can't be touched because they all work for the South African Government and can claim diplomatic immunity. However, they don't take into account that these two policemen are no ordinary coupling and whilst prejudice against blacks makes Murtaugh mad, it send Riggs even crazier.

The inter-play and bantering between these two unlikely heroes, provides some hilarious one-liners and the scene where Sgt Murtaugh goes into the South African Embassy to apply for citizenship has to be seen to be believed.

Stunning stuff that's a must for anyone who likes action with a chuckle.

Price: £12.99



SUpermart SUpermart

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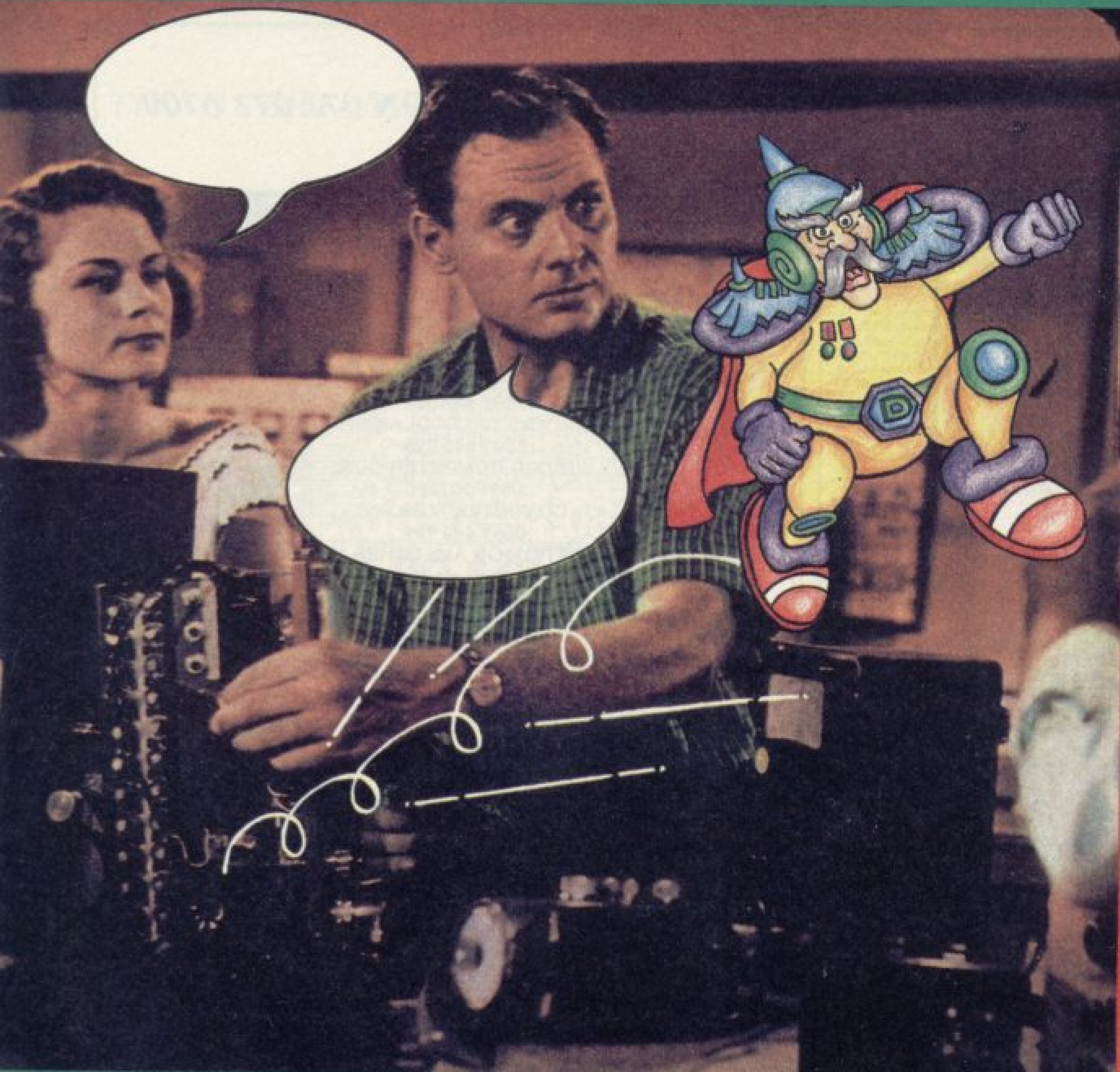
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Those exceedingly generous people up at Code Masters have had a not-very-original idea this month: How about giving away a ton of Dizzy gear? Well, it might not be very original but it's still a darn good idea. We've printed the winners of the July comp on page 8, so keep those entries coming in and read the same place next month - you could win something. This month we want you to tell us what the couple in the pic are saying about Captain Dynamo - that old Codies devil. As usual scribble your answers on a postcard or the back of a sealed envelope (if you don't want to deface your fave mag) and send it to: Next Month September Comp, SU Priory Court, Farringdon Lane, London EC1R 3AU. Do this and a sack load of Dizzy gear could be on it's way to you. (Even if you don't get first prize you could still win a mug!)

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